Children of the Night: the Lords of Ravenloft

Ryan Naylor
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<td>Giormorgo</td>
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<td>Caliban</td>
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### Domains of Dread

#### Darklords by Character Class

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<tr>
<th>Class</th>
<th>Darklord</th>
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| Alchemist | Daclaud Heinfroth  
             Frantisek Markov  
             Ilsabet Obour  
             Ladislav Mireea  
             Malus Sceleris  |
| Bard      | Dominic d’Honaire  
             Harkon Lukas  
             The Lady of the Lake  
             Lyron Evensong  
             Tristen ApBlanc  |
| Barbarian | Jack Karn  
             Mordenheim’s Monster (Adam)  |
| Cavalier  | Haki Shinpi  
             The Headless Horseman  
             Hernando Mouriros  |
| Cleric    | Alfred Timothy  
             Ankhepet  
             Arijani  
             Tristessa  
             Yagnos Petrovna  |
| Fighter   | Bluebeard  
             Pieter van Riese  
             Stezen d’Polarno  
             Tristen ApBlanc  
             Torrence Blysmithe  
             Urik von Kharkov  
             Vlad Drakov  
             Wilfred Godefroy  |
| Druid     |                                                                        |
| Gunslinger| Alain Monette  |
| Inquisitor| Diamabel  
             Draga Saltbiter  
             Thakok-An  |
| Oracle    | Anton Misroi  |
| Rogue     | Eli van Hassen  
             Ivan Dilisnya  
             Ivana Boritsi  
             Jacqueline Renier  
             Ke Le Thanh  
             Maligno  
             Malken  
             Serenissa d’Aubliet  
             Sodo  
             Tiyet  |
| Monk      |                                                                        |
| Ranger    | Gregor Zolnik  |
| Paladin   | Elena Faithhold  |
| Paladin   |                                                                        |
| Sorcerer  | Gabrielle Aderre  
             Arijani  
             Lemot Sediam Juste  |
| Summoner  | The Lady of Ravens  |
| Witch     | The Three Hags  
             Inza Magdova Kulchevich  |
| Wizard    | Azalin  
             Easan the Mad  
             Hazlik  
             Ke Le Thanh  
             Tsien Chang  |
| Necromancer| Meredoth  
             Morgoroth  
             Strahd von Zarovich  |

#### Potential Advanced Class Guide Revisions

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<thead>
<tr>
<th>Darklord</th>
<th>Current class</th>
<th>Revised class</th>
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<tbody>
<tr>
<td>Bluebeard</td>
<td>Fighter</td>
<td>Brawler</td>
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<tr>
<td>Daclaud Heinfroth</td>
<td>Alchemist</td>
<td>Investigator</td>
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<td>Malken</td>
<td>Rogue</td>
<td>Slayer</td>
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<td>Meredoth</td>
<td>Wizard (Necromancer)</td>
<td>Arcanist</td>
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<tr>
<td>Stezen d’Polarno</td>
<td>Fighter</td>
<td>Swashbuckler</td>
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If there are suitable archetypes:

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<tr>
<th>Darklord</th>
<th>Class</th>
<th>Archetype</th>
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<tbody>
<tr>
<td>Alfred Timothy</td>
<td>Cleric</td>
<td>War priest (with no armour)</td>
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<tr>
<td>Ilsabet Obour</td>
<td>Alchemist</td>
<td>Investigator (with posion use)</td>
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Chapter One: The Lords of the Core
Alfred Timothy (Verbrek)

Timeline
709 BC Alfred Timothy born in Arkandale.
713 BC Priscilla Timothy (Alfred’s mother) drowns herself.
725 BC Alfred runs rampant through Arkandale, trying to learn the secrets of the Wolf
God. He eventually leaves Arkandale to wander the Core.
729 BC Alfred attacks Gabrielle Aderre and her mother.
730 BC Alfred becomes lord of Verbrek. Becomes cleric.
740 BC Verbrek absorbs Arkandale. Werewolves slaughter most of the humans.
760 BC Present day.

Powers Checks
Embrace (Betrayal and Violence: wholesale slaughter: 8%; 728 BC): Shadow walk; shadowless.
Creature (Betrayal and Violence: attacking and murdering Isabella Aderre: 8%; 730 BC): Becomes a cleric and darklord of Verbrek.

Base stats
S 10 D 13 C 13 I 12 W 15 Ch 14 (high fantasy)
Racial: Str +2 (human)
Werewolf: Wis +2, Cha -2
Levelling: Wis +1
Favoured class: hp
CR 10 (7 [levels] + 1 [template] + 1 [PC-level treasure] +1 [darklord abilities])

760 BC (Current day stats)
CR 10 XP 9,600
Male Human Natural Werewolf Cleric 7
NE Medium Humanoid (human, shapechanger) [human form]
Init: +1 (Dex) Senses: Low light vision, scent; Perception +9 Aura: Evil, predator’s grace (+15 ft) (8/day)
Defense
AC 13 Touch 13 Flat-footed 11 (+1 Dex, +1 dodge, +1 deflection)
hp 49 (8 +6d8+7 +7)
Fort +7, Ref +4, Will +14 (reroll 1/day)
SR 16
Offense
Spd 30 ft.
Melee Quarterstaff +5 (1d6)
    Unarmed strike +7 (1d3+2d6+2) against humans
Special Attacks Ferocious Strike (+3) (7/day)
Space/Reach: 5’/5’
S 10 D 13 C 13 I 12 W 18 (20) Ch 14
Domains of Dread

BAB +5  CMB +5  CMD 18 (15)

NE Medium Humanoid (human, shapechanger) [hybrid and wolf form]
Init: +4 (Dex)  Senses: Low light vision, scent; Perception +9  Aura: Evil, predator’s grace (+15 ft) (7/day)

Defense
AC 22  Touch 16  Flat-footed 17 (+4 Dex, +1 dodge, +6 natural, +1 deflection)
hp 77 (7d8+35)
Fort +11, Ref +7, Will +14 (reroll 1/day)
SR 16
DR 10/silver

Offense
Spd 30 ft. (50 ft as wolf)
Melee Bite +9 (1d6+4 unholy plus trip and curse of lycanthropy) and 2 claws +4 (1d4+4 and curse of lycanthropy)
Bite +11 (3d6+6 unholy plus trip and curse of lycanthropy) and 2 claws +6 (1d4+2d6+6 and curse of lycanthropy) against humans
Special Attacks Ferocious Strike (+3) (7/day)
Space/Reach: 5’/5’
S 19  D 19  C 21  I 12  W 18 (20)  Ch 14
BAB +5  CMB +9  CMD 25 (29 vs trip in wolf form) (20)

Feats
Alertness, Combat Casting, Dodge, Improved Iron Will, Iron Will

Skills
Bluff +5 (3), Intimidate +6 (4), Knowledge (nature) +7 (3), Knowledge (religion) +7 (3), Perception +10 (5), Sense Motive +11 (6), Spellcraft +8 (4), Stealth +5 (+8 in wolf or hybrid form) (4), Survival +8 (3)

Languages
Mordentish*, Balok (can’t speak in wolf form)

Treasure
(17500 gp/23500 gp)
Amulet of mighty fists (human bane), headband of wisdom +2, ring of protection +2, gloves of arrow snaring, cloak of resistance +1, wand of cure moderate wounds

Special
Totemic summons (summon wolves as standard action, not full round)
Murder variant channelling: Creatures gain bleed 2 (5/day) (DC 15)
Ferocious strike (+3 damage) (8/day)
Predator’s grace (+10 speed, low light vision 1 rd, 8/day)
Spontaneous casting (inflict spells)
Spells (not in wolf form); Animal (Fur) and Strength (Ferocity) domains
Bloodlust
Change shape (human, hybrid, advanced wolf; polymorph)
Curse of lycanthropy (non-human form, DC 17)
Chemical bane (wolfsbane)
Lycanthropic empathy
Sinkhole of evil
Mastery +2
Shadow walk (dimension door)
Trigger
Shadowless

**Typical Spells**
DC 15 + spell level

- 0 - *read magic, detect magic, guidance, virtue*
- 1 - *summon monster I, cure light wounds, cause fear, command, doom, enlarge person, murderous command,>*
- 2 - *summon monster II, death knell, darkness, disfiguring touch, bull’s strength*
- 3 - *rage, summon monster III, dispel magic, deadly juggernaut*
- 4 - *spell immunity, summon nature’s ally IV, divine power*
Domains of Dread

Azalin Rex (Firan Zal’honan) (Darkon)

Timeline

382 BC  Firan born in Oerth.
397 BC  Accidentally causes torturous death of his brother Irik (fails first Powers check). Becomes apprenticed to Quantarius.
426 BC  Completes his apprenticeship. Middle aged.
434 BC  Becomes Earl. Peasants start calling him Azal’Lan. Old aged
441 BC  Marries Olessa and has her true love killed to ensure her loyalty (fails second Powers check).
450 BC  Venerable. Develops steal vitality to prevent physical decline; physically old aged which he treats with a permanent age resistance.
459 BC  Firan’s son Irik born; Olessa dies in childbirth, cursing Firan’s name.
478 BC  Publically beheads Irik for treason (fails third Powers check). Discovers the secrets of lichdom.
480 BC  Becomes a lich and officially changes his title to Azal’Lan.
493 BC  Begins wars of conquest, expanding earldom (fails fourth Powers check).
542 BC  Firan driven from castle and flees into the Mists. Meets Strahd.
575 BC  Arak created. Azalin goes to investigate the new land. Strahd copies his spellbook without his knowledge.
579 BC  Strahd and Azalin accidentally create Mordent (fails fifth Powers check). Convinced he’s on the edge of a great discovery, Azalin enters the Mists and creates Darkon. Founds Kargat almost immediately.
605 BC  Urik von Kharkov becomes a vampire in service to the Kargat.
650 BC  Kargat vampire Tavelia founds the Cult of the Overseer.
689 BC  Vlad Drakov appears in Darkon and starts slaughtering villages. Falkovnia forms.
697 BC  Azalin captures Hyskosa.
740 BC  The Grand Conjunction/Great Upheaval
750 BC  The Requiem
755 BC  Azalin returns, bound to the remains of his son. Commissions the Doomsday Gazetteers.
760 BC  Present day.

Powers Checks

Caress (Black Magic; attempting to summon fiend when Irik dies; 16%): +4
Knowledge (arcana)

Enticement (Violence; marrying Odessa and having her true love killed; 16%): Bonus feat

Invitation (Betrayal + Violence; executing Irik; 16%): Bonus feat, secrets of lichdom

Embrace (Black Magic + Violence; tyranny as ruler/drawn into Ravenloft; 4%): Undead dominion

Creature (Black Magic; magical experiments leading to creation of Mordent; 100%): Darklord, magical resources destroyed in the Requiem; changed to Modify Memory when reborn.
### Base stats
- **S** 10  **D** 12  **C** 12  **I** 15  **W** 12  **Ch** 15 (high fantasy)
- Racial: Int +2 (human)
- Levelling: Int +4
- Age: Venerable (+ magic) (mental +3)
- Template: Modifiers from being lich
- Favoured class: skills
- CR 23 (17 [levels] + 2 [template] + 1 [PC-level treasure] +3 [Powers checks/darklord abilities])

### 760 BC (Current day stats)
- CR 23  XP 820,000
- Male Venerable Human Lich Wizard 18
- LE Medium Undead (augmented humanoid)
- Init: +0  Senses: Darkvision 60 ft, fiery eyes, see invisibility, Perception +34
- Aura: fear (60 ft radius, DC 26)

#### Defense
- AC 25  Touch 15  Flat 24 (+1 Dex, +5 armour, +5 natural, +4 deflection)
- Hp 210 (6 + 17d6 +144 + 18), DR 15/bludgeoning and magic
- Fort +10  Ref +11  Will +21
- SR 18
- Channel resistance +10
- DR 15/bludgeoning and magic
- Immune: undead traits, electricity, cold
- Fiery eyes
- Resist fire 10, acid 10

#### Offense
- Spd 30’
- Melee Touch +9 (1d8+9 plus paralysing touch)
- Missile Ray +9
  - Hand of the apprentice (**dagger +1 human bane**) +21/+23 [humans] (1d4+1 [+2d6+2 humans])
- Space/Reach: 5’/5’
- S 10  D 12  C —  I 26 (32)  W 16 (22)  Ch 20 (26)
- BAB +9/+5  CMB +9  CMD 24 (19)

#### Feats
- Craft Wand, Craft Wondrous Item, Craft Magical Arms and Armour, Craft Construct, Improved Familiar, Forge Ring, Combat Casting, Scribe Scroll, Still Spell, Silent Spell, Extend Spell, Dazing Spell, Sickening Spell, Toppling Spell, Quicken Spell, Persistent Spell

#### Skills
- Bluff +19 (11), Craft (alchemy) +32 (7; 18 from headband), Diplomacy +19 (11), Escape Artist +18 (17), Fly +12 (8), Intimidate +25 (17), Knowledge (arcana) +36 (18), Knowledge (dungeoneering) +15 (1), Knowledge (engineering) +15 (1), Knowledge (geography) +15 (1), Knowledge (history) +32 (7; 18 from headband), Knowledge (local) +32 (7; 18 from headband), Knowledge (nature) +21 (7), Knowledge (nobility) +15 (1), Knowledge (planes) +32 (18), Knowledge (religion) +32 (18), Linguistics (Balok, Mordentish, Vaasi) +17 (3), Perception +34 (17), Sense Motive +34 (17), Spellcraft +32 (18), Stealth +23 (11)
Domains of Dread

Languages
Darkonese*, Dwarven, Elven, Draconic, Infernal, Balok, Mordentish, Vaasi

Treasure
(398,000 gp/530,000 gp)
Headband of mental superiority +6, ring of wizardry I/III and II/IV, ring of protection +4/energy resistance (fire, acid 10), hand of glory, black robe of the archmagi, crystal ball of telepathy, metamagic rods (reach, intensified, focus), permanent see invisibility, dagger +1 human bane, pearls of power (4 x 1st, 4 x 2nd, 2 x 3rd).
19,000 gp worth of wands (mostly for Imp familiar to use): summon monster III, black tentacles, magic missile (CL 7; 4 missiles), headband of vast intellect +2
Lots of scrolls

Special
Arcane bond (improved familiar)
Hand of the apprentice (14/day, 30 ft)
Metamagic mastery (5/day)
Alertness when familiar in arm’s reach (+2 Perception, Sense Motive)
Empathic link, scry on familiar 1/day
Fear aura
Rejuvenation
Paralysing touch (heal 1d8+9 hp as full round action)
Undead control
Fiery eyes
Undead dominion
Modify memory
Mastery +7
Sinkhole of evil

Squalimous (Imp Familiar)
Init +3; Senses darkvision 60 ft, detect magic, see in darkness; Perception +21
AC 26, touch 16, flat-footed 22 (+3 Dex, +1 dodge, +10 natural, +2 size)
Hp 81 (9d10), fast healing 2
Fort +6,  Ref +9, Will +12
DR 5/good or silver; SR 23; Immune fire, poison; Resist acid 10, cold 10
Speed 20 ft, fly 50 ft (perfect)
Melee sting +14 (1d4 plus poison)
Space 2 ½ ft/0 ft
SLA (CL 6th): constant – detect magic; at will – invisibility (self only); 1/day – augury, suggestion (DC 15); 1/week – commune (6 questions, CL 12th)
S 10  D 17  C 10  I 14 (16)  W 12  Ch 14
BAB +9  CMB +1  CMD 15
Dodge, Weapon Finesse; Acrobatics +9 (3), Bluff +16 (11), Craft (alchemy) +10 (7), Diplomacy +13 (11), Escape Artist +20 (17), Fly +26 (8), Intimidate +20/+12 to Medium creatures (17), Knowledge (arcana) +24 (18), Knowledge (dungeoneering) +4 (1), Knowledge (engineering) +4 (1), Knowledge (geography) +4 (1), Knowledge (history) +10 (7), Knowledge (local) +10 (7), Knowledge (nature) +10 (7), Knowledge (planes) +24 (18), Knowledge (religion) +21 (18), Linguistics (Balok, Mordentish, Vaasi) +6 (3), Perception +21 (17), Sense Motive +18 (17), Spellcraft +24 (18), Stealth +25 (11), Use Magic Device +11 (3; 9 from headband)
Domains of Dread

SQ Change shape (boar, giant spider, rat, raven; beast shape I)
Poison Sting—/injury; Save Fort DC 13; 1/round for 6 rounds; 1d2 Dex; Cure 1 save.
Share spells, empathic link, deliver touch spells, speak with master
Equipment: wands: summon monster III, black tentacles, magic missile (CL 7; 4 missiles),
headband of vast intellect +2

Spells
0 – acid splash, arcane mark, bleed, dancing lights, daze, detect magic, detect poison,
disrupt undead, flare, ghost sound, haunted fey aspect, light, mage hand, mending, message,
open/close, prestidigitation, ray of frost, read magic, resistance, spark, touch of fatigue (all)
1 – alarm, animate rope, change self, charm person, comprehend languages,
decompose corpse, enlarge person, floating disc, hold portal, identify, magic missile,
message, obscuring mist, ray of enfeeblement, restore corpse, sculpt corpse, silent image,
unseen servant
2 – alter self, arcane lock, darkness, daylight, false life, flaming sphere, hideous
laughter, invisibility, knock, locate object, magic mouth, minor image, mirror image, see
invisibility, shatter, spectral hand, steal voice, web
3 – arcane sight, clairaudience/clairvoyance, death sight, dispel magic, enter image,
fireball, fly, gaseous form, haste, hold person, lightning bolt, magic circle against evil/good,
nondetection, ray of exhaustion, sands of time, seek thoughts, suggestion, summon monster
III, vision of hell, wind wall
4 - animate dead, arcane eye, bestow curse, black tentacles, charm monster,
confusion, contagion, dimension door, enervation, familiar melding, fire trap, fleshworm
infestation, ice storm, illusory wall, minor globe of invulnerability, overwhelming grief,
phantasmal killer, scrying, shadow conjuration, stoneskin, terrible remorse, wall of ice
5 - animal growth, bone seizure, dominate person, feeblemind, hold monster, lesser
age resistance, magic jar, mind fog, passwall, permanency, polymorph, rapid repair,
sending, shadow evocation, summon monster V, suffocation, telekinesis, wall of stone
6 - acid fog, age resistance, analyze dweomer, circle of death, create undead,
contingency, disintegrate, enemy hammer, eyebite, flesh to stone, forceful hand, geas/quest,
greater contagion, guards and wards, legend lore, mislead, permanent image, planar
binding, project image, reanimate, steal vitality, stone to flesh, true seeing
7 - finger of death, forcecage, greater arcane sight, greater scrying, greater teleport,
instant summons, limited wish, power word stun, spell turning, summon monster VII,
temporary resurrection, vision
8 - binding, call construct, create greater undead, demand, incendiary cloud, maze,
prismatic wall, shades, telekinetic sphere, trap the soul, weird
9 - crushing hand, energy drain, foresight, gate, mage’s disjunction, temporal stasis,
wish
Domain of Dread

Death (Necropolis)

Timeline
- 699 BC: Lowellyn Dachine born, result of Azalin’s experiments with clones, perhaps started after he captured Hyskosa and learnt of the Grand Conjunction.
- 720 BC: Dachine inducted into the Kargat, as a mole within the Eternal Order. Fails first Powers check for evil actions as a Kargat agent.
- 750 BC: The Requiem. Il Aluk is Slain; Death is trapped in Necropolis. Azalin vanishes.
- 751 BC: Death orders the Grim Fastness rebuilt, and begins searching for the Black Vault hidden under its ruins.
- 754 BC: Death creates the Horsemen to stop Azalin restoring himself. Fails fourth Powers check.
- 755 BC: Systematic, wholesale murder caused by Death and the Horsemen leads to Death being made darklord when Azalin is restored.
- 760 BC: Present day.

Powers Checks
- Caress (Black magic, Violence and Betrayal: acts as Kargat officer; 8% c.740 BC): First seeds of insanity.
- Embrace (Black Magic, Blasphemy and Violence: creation of the Horsemen: 32%; 754 BC): Semicorporeal
  - Creature (Betrayal and Violence: wholesale murder through minions: 100%; 760 BC): Becomes darklord of Necropolis. Horsemen destroyed; loses control of the Slain. DR.

Base stats
- S 10 D 11 C 14 I 15 W 14 Ch 12 (high fantasy)
- Racial: Wis +2 (human)
- Levelling: Wis +1, Int +1
- Age: Middle (physical -1, mental +1)
- Template: Modifiers from transformation
- Favoured class: None (cleric)
- CR 12 [base]

760 BC (Current day stats)
- CR 12 XP 19,200
- Unique negative elemental
- NE Medium Outsider (elemental, evil, incorporeal, native)
- Init: +9 (Dex, feat)
- Senses: Darkvision 120 ft, life sight 30 ft (12 rds/day), Perception +16
- Aura: Panic (4d4 rounds, DC 22), sight; Numbing aura, 15 ft (DC 19)
Defense
AC 20 Touch 20 Flat 15 (+5 deflection, +5 Dex)
Hp 109(10 + 10d10 + 44)
Fort +7 Ref +12 Will +11
DR 5/good SR 22
Semicorporeal
Immune: elemental traits, undead traits, cold, electricity, positive energy
Weaknesses: life aversion
Offense
Spd Fly 20’ (perfect)
Melee Touch +15 (energy drain 2d4; DC 20 for 1d4 negative levels)
Space/Reach: 5’/5’
S 18 D 20 C 18 I 17 W 18 Ch 20
BAB +11/+6/+1 CMB +15 CMD 35 (30)
Feats
Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative, Skill Focus (Knowledge [local])
Skills
Bluff +17 (9), Intimidate +16 (8), Fly +12 (1), Linguistics +4 (1), Knowledge (arcana) +15 (9), Knowledge (local) +19 (10), Knowledge (planes) +15 (9), Knowledge (religion) +15 (9), Perception +16 (9), Sense Motive +16 (9), Stealth +14 (7), Spellcraft +15 (9), Use Magic Device +17 (9)
Languages
Darkonese*, Falkovnian, Vaasi, Abyssal, Infernal
Special
Aura of fear
Numbing aura (slowed)
Touch of the reaper (energy drain can affect undead; heal 5 hp per level drained; can permanently advance one HD when drains current HD in levels, CR +1/3 HD or so)
Corrupting essence (1d4 cold damage on touching Death’s form)
Entropy (destroy weapons that touch it)
Bestow corruption (create undead with touch by sacrificing HD, or create Death’s children)
Command undead 60 ft (unlimited, no save)
Life aversion
Undying soul (retains aura of fear, numbing aura, corrupting essence, entropy, command undead, life aversion, immunities, immune to further physical damage). Can only be destroyed by removing the Shroud.
Semicorporeal (as incorporeal, but can actually touch objects with its hands)
Sinkhole of evil
Mastery +5
Undead and elemental traits
Domains of Dread

Dominic d’Honaire (Dementlieu)

Timeline
700 BC  Dominic born in Mordent.
707 BC  Dominic causes his nurse to commit suicide.
        His family “decides” to sail to Darkon. Dementlieu forms.
709 BC  Falkovnia invades Dementlieu.
713 BC  The Living Brain arrives in Port-a-Lucine.
724 BC  Falkovnia invades again.
727 BC  Dominic succeeds Claude as Chief Advisor.
729 BC  Treaty of Four Towers signed.
760 BC  Present day. Middle aged.

Powers Checks
Caress (Betrayal: causing chaos, manipulating others for entertainment: 2%; c. 706 BC): Aristocrat level becomes a bard level.
Enticement (Violence and Betrayal: inciting violence: 4%; c. 706 BC): Gains another half a bard level.
Invitation (Betrayal: slander: 8%; c. 706 BC): Suggestion
Embrace (Betrayal: gaslighting: 16%; 707 BC): Dominate person

Base stats
S 10  D 11  C 11  I 16  W 11  Ch 15 (high fantasy)
Racial: Cha +2 (human)
Levelling: Int +1, Cha +1.
Age: Middle (physical -1, mental +1)
Favoured class: hp
CR 11 (9 [levels] + 1 [PC-level treasure] + 1 [darklord abilities])

760 BC (Current day stats)
CR 11  XP 12,800
Male middle aged Human Bard 6/Courtier 4
NE Medium Humanoid (human)
Init: +0  Senses: Perception +14

Defense
AC 17  Touch 12  Flat 17 (+2 natural, +3 armour, +2 deflection)
Hp 59  (8 + 9d8 + 10)
Fort +5  Ref +8  Will +10 (+2 vs sonic attacks)
Immune mind affecting effects

Offense
Spd 30 ft.
Melee +1 rapier +7/+2 (1d6/18+/x2)
Ranged +1 pistol +8/+3 (1d8+1/x4, range 20 ft, ignore armour, misfire 1; 2 with paper cartridges)
Space/Reach: 5’/5’
S 9  D 10  C 10  I 18  W 12  Ch 19 (23)
BAB +7/+2  CMB +6  CMD 18
**Domains of Dread**

**Feats**
Prodigy, Deceitful, Skill Focus (Perform (oratory, comedy)), Exotic Weapon Proficiency (firearms), Lingering Performance

**Skills**
Acrobatics +9 (6), Appraise +12 (5), Bluff +29 (6), Climb -1, Diplomacy +29 (0), Disable Device +0, Disguise +12 (1), Escape Artist +9 (6), Fly +0, Handle Animal +10 (4), Heal +1 (0), Intimidate +27 (0), Knowledge (arcana) +17 (5), Knowledge (geography) +13 (1), Knowledge (history) +13 (1), Knowledge (local) +22 (10), Knowledge (nobility) +22 (10), Knowledge (religion) +13 (1), Linguistics +10 (3), Perception +14 (10), Perform (comedy) +27 (10), Perform (oratory) +27 (10), Ride +5 (5), Sense Motive +29 (0), Sleight of Hand +0 (0), Spellcraft +10 (3), Stealth +13 (10), Swim -1 (0), Use Magic Device +12 (3)

**Languages**
Mordentish*, Lamordian, Draconic, Balok, Falkovnian, Darkonese, Ghastrian, Halfling

**Treasure**
(46,500 gp/62,000 gp)
+1 Pistol, +1 Rapier, Amulet of Natural Armour +2, Bracers of Armour, +3, Cloak of Resistance, +2, Headband of Alluring Charisma, +4, Ring of Protection, +2

**Special**
Bardic performance (standard action, 20 rds/day)
Countersong +6
Distraction +27
Inspire Competence +2
Inspire Courage +2
Bardic Knowledge +3
Lore Master, take 10 on all Knowledge checks, take 20 1/day
Well Versed (+2 vs sonic attacks)
Versatile Performance (oratory, comedy)
Friend to All +4
Rumourmonger
Discern lies 7/day, DC 18
Live to Fight Another Day (withdraw as standard action)
Glib lie (SR 19 to truth-detecting spells)
Sinkhole of evil
Suggestion at will with voice, DC 21
Dominate person at will with gaze, DC 21
Immune mind affecting effects
Obedients: If fail 3 saves against domination, permanently affected. Gain +1 Will saves against mind affecting effects per year (max +10), until leave Dementlieu or fails save to charm or compulsion from other source.
Gabrielle Aderre (Invidia)

**Timeline**
- **710 BC**: Gabrielle Aderre born in Richemulot to Isabella Aderre (outcast giomorgo) and Vlad Drakov.
- **729 BC**: Gabrielle allows Alfred Timothy to kill Isabella in Arkandale, then goes to Invidia and kills Bakholis. Becomes lord of Invidia. She also creates the Blood Coin around the period.
- **731 BC**: Gabrielle destroys the parents of the Midnight Slasher.
- **740 BC**: Brings about the downfall of the Haptburg family. Invidia gains part of Gundarak in the Grand Conjunction; Gabrielle finds his skeleton in Castle Hunadora.
- **747 BC**: The Gentleman Caller seduces her. After Malocchio is born, he grows to adulthood rapidly, and breaks her, mentally and physically. Nursed back to health by Matton the wolfwere.
- **748 BC**: Gabrielle starts organising a resistance to Malocchio. Sells Duke Gundar’s bones to Professor Arcanus.
- **752 BC**: Lucita born.
- **760 BC**: Present day.

**Powers Checks**
- Caress (Betrayal: destroying the happiness of others: 8%; 726 BC): Xenophobia.
- Enticement (Betrayal: destroying the happiness of others: 8%; 727 BC): Sorcerer +1.
- Invitation (Betrayal: destroying the happiness of others: 8%; 728 BC): Free of lunatio.
- Embrace (Betrayal and Violence: Abandoning Isabella: 32%; 729 BC): Sorcerer +1,
- Eva’s deck

**Base stats**
- **S 8 D 14 C 10 I 14 W 14 Ch 15** (high fantasy)
- Racial: Wis +2 (giomorgo)
- Levelling: Cha +2
- Favoured class: hp
- CR 12 (10 [levels] + 1 [PC-level treasure] +1 [darklord abilities])

**760 BC (Current day stats)**
- CR 12 XP 19,200
- Female Giomorgo (Zarovan) Sorcerer (Maestro bloodline) 11
- NE Medium Humanoid (human, crossbreed)
- Init: +5 (Dex, racial) Senses: Perception +10

**Defense**
- AC 16 Touch 16 Flat 12 (+3 Dex, +2 deflection, +1 dodge)
- Hp 52 (6 + 10d6 + 11)
- Fort +5 Ref +10 Will +12

**Offense**
- Spd 30’
- Melee Shapeshaper bane +1 mithral dagger +5 (1d4; crit 19+ +2/+2d6+2 vs shapechangers)
  - Melee +4
Missile Masterwork light crossbow +9 (1d8, crit 19+, range 80’)
Space/Reach: 5'/5’
S 8  D 14 (16)  C 10  I 14  W 16  Ch 17 (19)
BAB +5  CMB +4  CMD 26 (22)

Feats
Defensive Combat Training, Dodge, Eschew Materials, Extend Spell, Greater Spell Focus (Enchantment), Lightning Reflexes, Spell Focus (Enchantment), Voice of Wrath

Skills
Bluff +10 (3), Diplomacy +8 (4), Disguise +14 (0), Escape Artist +7 (4), Knowledge (arcana) +8 (3), Knowledge (local) +6 (4), Knowledge (nature) +4 (2), Linguistics +3 (1), Perception +10 (7), Perform (sing) +8 (1), Sense Motive +10 (7), Spellcraft +8 (3), Stealth +11 (3), Survival +6 (1), Use Magic Device +8 (1)

Languages
Balok*, Patterna, Mordentish, Luktar

Treasure
(62,000 gp/82,000 gp)
+1 Shapechanger Bane Mithral Dagger, Masterwork light crossbow, Belt of Incredible Dexterity +2, Cloak of Elvenkind/Cloak of Resistance +2, Hat of Disguise, Headband of Alluring Charisma +2, Ring of Protection +2, Ring of Wizardry I, greater tarokka deck

Special
Evil eye (DC 14 + spell level)
Maestro bloodline
Beguiling Voice (Ex, 7/day): As daze, 1 creature
Fascinate (11 rounds) (2/day) (DC 19)
Perfect Voice (Understand and be understood by any creature with language)
Gaze of the temptress
Madame Eva’s Tarokka Deck (headaches; cast augury, divination)
Free of lunatio
Sinkhole of evil
Protected Kin

Spells
DC = 14 + spell level; 16 + spell level for Enchantment
At will—resistance, mage hand, read magic, message, light, prestidigitation, dancing lights, ghost sound, detect magic
13/day—disguise self, ventriloquism, charm person, anticipate peril, unprepared combatant, vanish
7/day—hideous laughter, blindness/deafness, scare, detect thoughts, touch of idiocy, unnatural lust
7/day—suggestion (DC +1; Perfect Voice), deep slumber, major image, dispel magic, hold person
7/day—charm monster, confusion, shout, terrible remorse
4/day—hold monster, dominate person, feeblemind
Gwydion (The Sorcerer-Fiend, The Twilight)  
(The Shadow Rift)

Timeline
151 BC  Gwydion draws the ellefolk into the Plane of Shadow to serve him. After centuries of service, he rewards them by fusing them with the essence of shadow, transforming them into shadow fey. On the same day, Loht and Maeve born to Arak and Finngalla. Finngalla dies in childbirth.
201 BC  Tired of the Plane of Shadow, Gwydion orders Arak to begin construction of the Obsidian Gate to conquer new planes.
575 BC  The Obsidian Gate opens into Ravenloft. Gwydion’s reality wrinkle is so large that Arak forms around him; the shadow fey flee into it (forming the Greenlands in a cavern far below the surface). Arak sacrifices himself to trap Gwydion in the Gate; only the very edge of his shadow touches Arak to stabilise the domain. The Obsidian Gate is probably at the very nadir of Arak. The temporal fugue gets stronger the closer you are to the Gate.
577 BC  Rumours begin to circulate the shadow fey are drow. Three real drow go to investigate and introduce the cult of the Spider Queen.
583 BC  The last of the drow are wiped out, but the cult continues under “Tristessa”. Loht tries to suppress the cult, which balloons into a fully fledged power struggle.
588 BC  Loht breaks the Law of Arak and murders Tristessa. The Scourge scours Arak clean of all surface life.
740 BC  Gwydion tries to tear himself free during the Grand Conjunction, creating the Shadow Rift (and the Fractures). Within the Rift, the Stonedowns appear as a macabre reflection of the Greenlands. Although still trapped, Gwydion has weakened things enough that he can influence Loht in his dreams.
751 BC  Loht opens the Obsidian Gate and is crippled. Although he remains trapped, the tip of one tentacle remains outside the Gate, which grants Gwydion even more power. He begins slowly plotting to escape once more.
760 BC  Present day.

Powers Checks
Essentially none. Domain created just to contain him – more or less a reality wrinkle.

Trapped
760 BC (Current day stats)
CR 16  XP 76,800
Male Unique outsider
CE Outsider (chaotic, evil, extraplanar)
Init: +12  Senses: See in darkness, blindsight 120 ft, lowlight vision, true seeing, Perception +22
Defense
Immune all spells and effects except those that can reach other planes
Offense
Spd 0’
Space/Reach: 45’ (The Obsidian Gate)/0’
S -  D -  C -  I 31  W 29  Ch 30
Domains of Dread

Special
Demand Submission (Su) – *Dominate monster* (DC 24). Can’t affect shadow fey. Anyone within 100 ft of the Gate.
Frightful Presence (Su) – Globe of darkness. DC 18.
Modify Memory (Su) – Shadow fey only. 1/month, as 17th level bard, except range is anywhere in Shadow Rift. DC 20. *Modify memory, dream, nightmare*. Complete control over content of dreams.
Omniscient Mind (Su)
Multiple Actions (Ex)
Shadowmaker (Su)
Undead Mastery (Ex)
Malevolence (Su)
Mastery +10
Sinkhole of evil

Spell-Like Abilities (CL 18th; concentration +28)
Withering Eye (Sp) – 1/week, CL 18, except the range is 100 ft from the Obsidian Gate. DC 15 + spell level
1 – *Charm person, identify*
2 – *Desecrate, shatter*
3 – *Dispel magic, malicious spite, bestow curse*
4 – *Divination, unholy blight*
6 – *Harm*
7 – *Blasphemy, destruction, insanity, spell turning*
9 - *Implosion*

**Free**
CR 30 XP 4,915,200
Male Unique outsider
CE Huge Outsider (chaotic, evil, extraplanar)
Init: +12 (Dex, feat) Senses: See in darkness, blindsight 120 ft, lowlight vision, true seeing, Perception +42

Defense
AC 46 Touch 16 Flat 38 (+8 Dex, +10 deflection, -2 size, +20 natural)
Hp 820 (10 + 31d10 + 640)
Fort +38 Ref +20 Will +27
Concealment (20%) DR 20/epic SR 35
Fast healing 10
Immune cold, energy drain, poison, disease, aging, death effects, mind affecting effects
Resist acid 30, fire 10, electricity 10

Offense
Spd 60’, fly 90’ (average)
Melee 2 talons +43 (1d8+11 plus poison)
2 gore +43 (2d6+11 plus 1d4 bleed)
1 hoof +38 (1d8+5 plus stunned 1d6 rds (Fort DC 37))
2 tentacles +38 (1d8+5 plus grab plus constrict)
3 wing buffets +38 (1d8+5 plus trip)
Domains of Dread

5 pincers +38 (2d6+5)
2 tail slaps +38 (2d6+5 plus poison)
1 crushing fist +43 (2d6+11; crit 19+)
Rend (2 pincers, 2d6+16)
Space/Reach: 15'/15'
S 33  D 27  C 50  I 31  W 29  Ch 30
BAB +32  CMB +45  CMD 73 (can’t be tripped) (65)

Feats
Awesome Blow, Flyby Attack, Spell Penetration, Greater Spell Penetration, Improved Initiative, Lightning Reflexes, Critical Focus, Sicken Critical, Staggering Critical, Tiring Critical, Exhausting Critical, Quicken Spell-like Ability (unholy blight), Quicken Spell-like Ability (blasphemy), Quicken Spell-like Ability (insanity), Empower Spell-like Ability (cold ice strike), Ability Focus (Withering Eye)

Skills
Bluff +41 (28), Craft (alchemy) +41 (28), Diplomacy +34 (24), Fly +32 (28), Intimidate +45 (32), Knowledge (arcana) +45 (32), Knowledge (dungeoneering) +34 (24), Knowledge (history) +34 (24), Knowledge (local) +40 (30), Knowledge (nature) +40 (30), Knowledge (nobility) +34 (24), Knowledge (planes) +45 (32), Knowledge (religion) +43 (30), Perception +42 (30), Sense Motive +45 (32), Spellcraft +45 (32), Stealth +31 (28), Survival +33 (24)

Languages
Abyssal, Arak, Balok, Darkonese, Celestial, Draconic, Falkovnian, Infernal, Mordentish, Sylvan, Tepestani.

Treasure
None

Special
Demand Submission (Su) – Dominate monster (DC 36), except the duration is 10d10 days. Can’t affect shadow fey. Anyone within 300 ft.
Frightful Presence (Su) – 300 ft. DC 36.
Modify Memory (Su) – Shadow fey only. At will, CL 18, except range is anywhere in Shadow Rift. DC 36. Modify memory, dream, nightmare, demand. Complete control over content of dreams.
Omniscient Mind (Su): True seeing and detect thoughts anywhere in the Shadow Rift.
Multiple Actions (Ex): 2 move and 2 standard actions per turn. If don’t move, can make a full attack, standard action, move action. One swift action only.
Shadowmaker (Su)
Undead Mastery (Ex)
Malevolence (Su)
Item Master (Ex)
Horrific Appearance (Ex): Normally cloaked in shadows, so thick even those with darkvision can’t see in. Feebleminded and permanently blinded if view Gwydion with true seeing (DC 36).
Mastery +10
Sinkhole of evil
Domains of Dread

Spell-like Abilities
Concentration +28; CL 18.
Constant (Sp) – true seeing, detect thoughts, deeper darkness, spell turning, tongues, overwhelming presence
Withering Eye (Sp) – At will, CL 18, except the range is 100 ft. DC 21 + spell level
1 – Charm person, identify
2 – Desecrate, shatter
3 – Dispel magic, malicious spite, bestow curse
4 – Divination, unholy blight
6 – Harm
7 – Blasphemy, destruction, insanity, spell turning
9 - Implosion
Many-Fingered Hand (Sp) – At will, CL 20. DC 20 + spell level
2 – Blindness/deafness, dust of twilight
3 – Haste, slow, magic circle against good/law, fireball
4 – Charm monster, enervation, ice storm, scry
5 – Phantasmal killer, baleful polymorph, polymorph
6 – Cold ice strike, greater dispel magic, chain lightning, eyebite
7 – Scouring winds, greater teleport, waves of exhaustion
8 – Create greater undead, greater planar binding, horrid wilting
9 – Polar midnight, shades, time stop, weird
Domains of Dread

Harkon Lukas (Kartakass)

Timeline
582 BC  Born in Cormyr (Prime Material Toril)
610 BC  Drawn into Barovia.
613 BC  Strahd drives Lukas out of Barovia and into the Mists. Becomes darklord of Kartakass. Dargacht Keep burns, for which Lukas is responsible.
717 BC  Lukas seduces the wife of Zhone Clieous, Meistersinger of Harmonia
725 BC  Clieous kills his wife when he discovers Casimir is Lukas’ son. Casimir goes to the Red Porch Poorhouse; Lukas searches for him but can’t find him.
736 BC  Akriel conspires with Daclaud Heinfroth to usurp Lukas’ control of Kartakass.
737 BC  Casimir becomes Meistersinger of Harmonia.
738 BC  Casimir dies after falling out with Thoris. Thoris commits suicide.
743 BC  Lukas becomes Meistersinger of Skald.
760 BC  Present day.

Powers Checks
Caress (Violence: murder: 16%; c604 BC): Shunned by other wolfweres. Cha +2
Enticement (Betrayal: hypocrisy; destroying others’ happiness: 16%; c606 BC): Con +2.
Invitation (Violence and Betrayal: treacherous murder: 8%; c608 BC): Improved song of lethargy.
Embrace (Black Magic, Violence and Betrayal: the same, more inventively: 8%; c610 BC): Improved feral allies.
Creature (Betrayal and Violence: rampaging around Barovia: 16%; 612 BC): Becomes darklord of Kartakass. Magical sword, master of the forest, undying soul.

Base stats
S 21 D 19 C 17 I 16 W 10 Ch 16 (base greater wolfwere)
Levelling: Cha +2
Powers checks: Cha +2, Con +2
Favoured class: hp
CR 13 (3 [base – 5 non-key] + 8 [levels] +1 [darklord abilities] + 1 [PC treasure])

760 BC (Current day stats)
CR 13  XP 25,600
Male Greater Wolfwere Bard (Court Bard) 8
NE Large Magical Beast (shapechanger) [dire wolf and hybrid form]
Init: +8 (Dex, feat)  Senses: Darkvision 60’, low light vision, scent; Perception +25
Defense
AC 20 Touch 16  Flat 15 (+4 Dex, +4 natural, +1 dodge, -1 size, +2 deflection) [-2 if berserking]
Hp 132  (10 + 6d10 + 8d8 + 45 + 8) [+30 if berserking]
Fort +12  Ref +17  Will +10 (+4 vs. sonic effects etc) [+2 Will if berserking]
DR 10/cold iron
SR 16
Offense
Spd 50’
Melee Bite +17 (1d8+7 plus trip plus arcane strike +2; crit 19+)
+1 berserking longsword +19/+14/+9 (1d8+5; crit 19+) plus bite +12 (1d8+5 plus trip; crit 19+) plus claw +12 (1d6+5; crit 19+) plus arcane strike [hybrid only; berserking]

Space/Reach: 10’/10’
S 21  D 19  C 19  I 16  W 10  Ch 20 (22)
BAB +13/+8/+3  CMB +19  CMD 36 (+4 vs trip in wolf form) (31) [-2 if berserking]

Feats
Combat Reflexes, Improved Initiative, Skill Focus (Perform [sing]), Spell Focus (Enchantment), Weapon Focus (longsword), Skill Focus (Perception), Run, Arcane Strike

Skills
Acrobatics +15 (8), Bluff +25 (3), Climb +11 (3), Diplomacy +18 (1), Disguise +14 (5), Handle Animal +10 (4), Intimidate +21 (8), Knowledge (arcana) +9 (3), Knowledge (history) +13 (3), Knowledge (local) +13 (3), Knowledge (nature) +13 (3), Knowledge (nobility) +13 (3), Knowledge (religion) +7 (1), Perception +25 (14), Perform (sing) +25 (10), Perform (string instruments) +18 (9), Sense Motive +25 (3), Sleight of Hand +11 (4), Spellcraft +12 (6), Stealth +17 (12), Survival +7 (5), Swim +9 (1), Use Magic Device +14 (5)

Languages
Vaasi*, Balok, Sithican, Sylvan
Treasure
(25000 gp/33000 gp)
Mithral longsword +1 of berserking, headband of charisma +2, amulet of might fists (keen)/amulet of natural armour +1, cloak of resistance +2, ring of protection +2

Special
Bardic Performance (move action) (24 rounds/day)
  Countersong +25
  Distraction +6
  Fascinate (DC 20)
  Suggestion (DC 20)
  Glorious Epic (DC 20)
  Mockery -3
  Satire -2
  Wide Audience (+0 targets / 30' radius / 60' cone)
Heraldic Expertise +4 (2/day)
Versatile Performance (sing, strings)
Well Versed
Change shape
Weapon intuition
DR 10/cold iron
SR 16
Song of lethargy (DC 21)
Feral allies
Master of the forest
Undying soul
Mastery +6
Sinkhole of evil

Spells
Save DC = 16 + spell level; 17 + spell level for Enchantment spells
  At will—detect magic, ghost sound, dancing lights, read magic, resistance, prestidigitation
  6/day—adoration, expeditious retreat, charm person, silent image, hideous laughter
  6/day—darkness, invisibility, hold person, reckless infatuation
  3/day—charm monster, terrible remorse, wolfsong
Hazlik (Hazlan)

Timeline
673 BC  Born in Thay (Prime Material Toril).
714 BC  Drawn into Ravenloft in the Nightmare Lands. After being driven into the Mists, he is trapped there fuming for some time until Hazlan forms. Middle aged.
740 BC  Hazlik returns to Thay in the Grand Conjunction and sees his foes have gained space on him.
741 BC  Hazlik founds the school for wizards at Ramulai.
746 BC  Hazlik takes Elena as his apprentice. Old age.
760 BC  Present day.
c766 BC  Hazlik’s ritual to destroy all Mulan due to be complete; coincides with the Spellplague that almost destroys Thay in Toril?

Powers Checks
Enticement (Black Magic: creating aberrations and researching evil spells: 8%; c711 BC): Ignore prereqs for Craft Construct.
Embrace (Violence: murdering Thantoysa: 32%; 714 BC): Learn a whole lot of new spells (1/2 years, not 1/4)

Base stats
S 11 D 16 C 15 I 14 W 9 Ch 8 (high fantasy)
Racial: Int +2 (human)
Levelling: Int +3
Age: Old (physical -3, mental +2)
Power Checks: Dex +6
Favoured class: hp
CR 15 (13 [levels] + 1 [PC-level treasure] +1 [darklord abilities])

760 BC (Current day stats)
CR 15     XP 51,200
Male old Human Evoker (Admixture) 14
CE Humanoid (human)
Init: +4 (Dex) Senses: Perception +14

Defense
AC 18 Touch 14     Flat 14 (+4 Dex, +4 mage armour)
Hp 82  (6 + 13d6 + 14 + 14)
Fort +8     Ref +11     Will +12
Stoneskin or statue

Offense
Spd 30’
Melee Mithral masterwork dagger +7/+2 (1d4-1; crit 19+)
    Melee +7
Missile Ray +11
Space/Reach: 5’/5’
S 8  D 19  C 12  I 21 (25)  W 11  Ch 10
BAB +7/+2  CMB +6  CMD 20

Feats
Spell Focus (evocation), Combat Casting, Scribe Scroll, Craft Wondrous Item, Empower Spell, Quicken Spell, Maximise Spell, Craft Wand, Craft Rod, Craft Construct, Dazing Spell.

Skills
Bluff +10 (10), Craft (alchemy) +14 (6), Escape Artist +13 (9), Fly +12 (5), Intimidate +10 (10), Knowledge (arcana) +22 (6; 14 from headband), Knowledge (dungeoneering) +18 (10), Knowledge (history) +12 (4), Knowledge (local) +14 (6), Knowledge (nature) +22 (4; 14 from headband), Knowledge (nobility) +10 (2), Knowledge (planes) +16 (8), Knowledge (religion) +12 (4), Perception +14 (14), Sense Motive +8 (8), Spellcraft +22 (6; 14 from headband)

Languages
Vaasi*, Draconic, Balok, Abyssal, Darkonese

Treasure
(139,000 gp/185,000 gp)
Headband of vast intellect +4, cloak of resistance +3, efficient quiver, normal metamagic rods of Empower, Maximise, Enlarge, Extend, Bouncing, Disruptive, Intensified, Persistent, and Sicken, minor rod of Quicken, orb of augmentation (CL 16)
Lots of scrolls, particularly metamagic scrolls (also in quiver)

Plus homunculus, shield guardian glass golem

Special
Versatile Evocation (10/day)
Elemental Manipulation (14 rds/day, 30 ft)
Familiar: alertness, scry on familiar
Undying soul
Spell sense
Sinkhole of evil

Lurzed (toad familiar)
CE magical beast
Toad form:
Diminutive; Init +1 (Dex); Senses lowlight vision, scent, Perception +25; AC 22, touch 22, flatfooted 21 (+1 Dex, +4 size, +7 natural); hp 41 (14d8); SR 19; Fort +2, Ref +5, Will +11; Spd 5’, Space 1’/0’; S 1 D 12 C 6 I 12 W 15 Ch 4; BAB +7/+2 (no natural weapons), CMB -2, CMD 9 (11 vs trip); Skill Focus (Perception); Bluff +7 (10), Craft (alchemy) +7 (6), Escape Artist +10 (9), Fly +15 (5), Intimidate +3 (10), Knowledge (arcana) +7 (6), Knowledge (dungeoneering) +11 (10), Knowledge (history) +5 (4), Knowledge (local) +7 (6), Knowledge (nature) +5 (4), Knowledge (nobility) +3 (2), Knowledge (planes) +9 (8), Knowledge (religion) +5 (4), Perception +25 (14), Sense Motive +10 (8), Spellcraft +7 (6), Stealth +21 (1); Improved Evasion, share spells, empathic link, deliver touch spells, speak with master, speak with amphibians
Domains of Dread

Human form:
Medium; Init -1 (Dex); Senses lowlight vision, scent, Perception +25; AC 20, touch 16, flatfooted 20 (-1 Dex, +7 natural, +4 chain shirt); hp 41 (1d48); SR 19; Fort +2, Ref +3, Will +11; Spd 30’; Space 5’/5’; S 9 D 8 C 6 I 12 W 15 Ch 8; BAB +7/+2, club +6/+1 (1d6-1), CMD 15; Skill Focus (Perception); Bluff +9 (10), Craft (alchemy) +7 (6), Escape Artist +8 (9), Fly +9 (5), Intimidate +9 (10), Knowledge (arcana) +7 (6), Knowledge (dungeoneering) +11 (10), Knowledge (history) +5 (4), Knowledge (local) +7 (6), Knowledge (nature) +5 (4), Knowledge (nobility) +3 (2), Knowledge (planes) +9 (8), Knowledge (religion) +5 (4), Perception +25 (14), Sense Motive +10 (8), Spellcraft +7 (6), Stealth +7 (1); Improved Evasion, share spells, empathic link, deliver touch spells, speak with master, speak with amphibians; horn of evil/horn of gust of wind

Hybrid form:
Small; Init -1 (Dex); Senses lowlight vision, scent, Perception +25; AC 20, touch 16, flatfooted 20 (-1 Dex, +7 natural, +4 chain shirt); hp 41 (1d48); SR 19; Fort +2, Ref +3, Will +11; Spd 20’, Space 5’/5’; S 9 D 8 C 6 I 12 W 15 Ch 8; BAB +7/+2, club +7/+2 (1d4-1), sticky tongue +7, CMB +5, CMD 14; Skill Focus (Perception); Bluff +9 (10), Craft (alchemy) +7 (6), Escape Artist +8 (9), Fly +11 (5), Intimidate +9 (10), Knowledge (arcana) +7 (6), Knowledge (dungeoneering) +11 (10), Knowledge (history) +5 (4), Knowledge (local) +7 (6), Knowledge (nature) +5 (4), Knowledge (nobility) +3 (2), Knowledge (planes) +9 (8), Knowledge (religion) +5 (4), Perception +25 (14), Sense Motive +10 (8), Spellcraft +7 (6), Stealth +11 (1); Improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with amphibians; horn of evil/horn of gust of wind

Incubolos
CE Tiny construct; Init +2 (Dex); Senses darkvision 60 ft, lowlight vision, Perception +3; AC 14, touch 16, flatfooted 12 (+2 Dex, +2 size); hp 11 (2d10); Immune construct traits; Fort +0, Ref +4, Will +1; Spd 20’, fly 50’ (good); Melee bite +3 (1d4-1 plus poison); Space 2½’/0’; S 8 D 15 C – I 10 W 12 Ch 7; BAB +2, CMB -1, CMD 11; Lightning Reflexes; Fly +10, Perception +3, Stealth +12; Vaasi® (cannot speak), telepathic link.
Several potions of invisibility.

Spells
(4/7/7/7/6/5/5/4): Opposition schools: Enchantment, Necromancy (strike).
Save DC = 17 + spell level; 18 for Evocation spells (underlined)
0 – acid splash, arcane mark, bleed, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, haunted fey aspect, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, spark, touch of fatigue (all)
1 – alarm, burning hands, comprehend languages, detect secret doors, detect undead, enlarge person, floating disk, gentle repose, grease, identify, magic aura, magic missile, mage armour, shield, unseen servant.
2 – alter self, arcane lock, continual flame, darkvision, flaming sphere, glitterdust, gust of wind, invisibility, knock, make whole, mirror image, pyrotechnics, resist energy, spontaneous immolation.
3 – dispel magic, fireball, force punch, gaseous form, halt undead, hostile levitation, phantom steed, sleet storm, slow, stunning cloud, tiny hut, wind wall.
4 – black tentacles, control shape, dimensional anchor, dimension door, ice storm, resilient sphere, stone shape, stoneskin, terrible remorse, phantasmal killer, wall of fire, wall of ice.
Domains of Dread

5 – baleful polymorph, cone of cold, hostile juxtaposition, mage’s private sanctum, magic jar, permanency, polymorph, telekinesis, unbreakable construct, wall of force, wall of stone

6 – analyse dweomer, chain lightning, cold ice strike, contagious flame, contingency, create faux henchman, forceful hand, greater dispel magic, sirocco, programmed image, true seeing.

7 – ethereal jaunt, forcecage, grasping hand, greater arcane sight, greater polymorph, greater teleport, neverending nightmare, scouring winds, spell turning, statue.
Inza Magdova Kulchevich (Sithicus)

Timeline
720 BC  Soth is drawn into Barovia. Murders all of Magda’s tribe. Becomes darklord of Sithicus.
736 BC  Born in Gundarak on the night Duke Gundar is killed, in the middle of a raging storm. Inza’s father recently killed by Gundar’s thugs.
737 BC  Tindafalus creates the memory mirrors for Soth.
740 BC  The Bloody Cobbler appears.
744 BC  Soth loses himself in the memory mirrors and the domain nearly collapses.
747 BC  Thanks to Inza, Azrael captures the giant Nabon and puts him to work in the mine’s wheelhouse. Soth protects the Wanderers from Malocchio Aderre’s thugs in exchange for them never repeating his true history again.
752 BC  Magda killed in a trap set by Azreal and Inza. The Night of Skulls and Hour of Screaming Shadows. Nedragaard Castle is destroyed. Soth vanishes. Inza becomes darklord of Sithicus.
760 BC  Present day.

Powers Checks
  Caress (Betrayal: trapping Nabon, other petty treachery: 8%; c746 BC): Cha +2. Animals hate her.
  Enticement (Betrayal and Violence: callousness, betrayals: 8%; 749 BC): Dex +2. Animals really hate her.
  Invitation (Blasphemy: allying with the shadows: 16%; 750 BC): Favoured class becomes witch; Witch +1, lowlight vision.
  Embrace (Betrayal, Violence and Black Magic: murdering Magda and the Wanderers: 100%; 752 BC): Int +2. Innocence aversion. Darkvision

Base stats
S 11 D 15 C 13 I 14 W 11 Ch 13 (high fantasy)
Racial: Wis +4, Cha +2 (Vistani)
Levelling: Int +1, Dex +1
Powers Checks: Cha +2, Dex +2, Int +2
Favoured class: hp
CR 12 (10 [levels] + 1 [treasure] + 1 [darklord abilities])

760 BC (Current day stats)
CR 12  XP 19,200
Female Vistani (Vatraska) Rogue 4/Witch 6
NE Medium Humanoid (human, Vistani)
Init: +4 (Dex) Senses: Darkvision 60 ft, lowlight vision; Perception +15
Defense
AC 18 Touch 14  Flat 14 (+4 Dex, +4 mage armour)
Hp 56  (8 + 3d8 + 6d6 + 10 +6)
Fort +4  Ref +10  Will +8
Evasion
Uncanny dodge
Trap sense +1
Immune to shadow effects

**Offense**
Spd 30’
Melee Novgor (+4 wounding dagger) +10/+5 (1d4+4 plus bleed 1 (cumulative) plus sneak +2d6; crit 19+)

Melee +6/+1
Missile Composite shortbow +10/+5 (1d6, crit x3, range 60’)

Space/Reach: 5’/5’

S 11  D 18  C 13  I 17  W 15  Ch 17
BAB +6/+1  CMB +6  CMD 20

**Feats**
Alertness, Brew Potion, Combat Casting, Craft Magic Arms and Armour, Hollow, Voice of Wrath

**Skills**
Acrobatics +8 (1), Appraise +7 (1), Bluff +10 (4), Craft (alchemy) +10 (2), Diplomacy +10 (4), Escape Artist +11 (4), Heal +8 (1), Intimidate +13 (7), Knowledge (arcana) +10 (4), Knowledge (nature) +10 (4), Knowledge (planes) +10 (4), Knowledge (religion) +10 (7), Linguistics +7 (1), Perception +15 (8), Sense Motive +12 (3), Spellcraft +10 (4), Stealth +15 (8), Survival +6 (2), Use Magic Device +11 (5)

**Languages**
Patterna®, Balok, Draconic, Luktar, Sithican

**Treasure**
(47,000 gp/62,000 gp)
+4 wounding dagger, composite shortbow, crystal ball of detect thoughts

**Special**
Sneak Attack +2d6
Evasion
Uncanny dodge
Trap sense +1
Trapfinding +2
Fast getaway
Fast stealth
Slumber hex (DC 16)
Disguise hex (6 hours/day)
Unnerve beasts hex (DC 16; 3 hours)
Ward hex (+2)
Guilt lash (DC 18): Will sv or stunned. If save, or used on Innocent, she is sickened and damaged.
Innocence aversion
Daylight vulnerability
Shadow immunity
Earth glide
Shadow form
Mastery +8
Sinkhole of evil
**Domains of Dread**

**Shadow form**
DR 10/magic, imm poison, sneak attack and crit hits, spd 10’, climb 10’, +4 Stealth

**Sabak (Viper familiar)**
Init +3; Senses lowlight vision, scent; Perception +16
AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)
Hp 29 (3d10)
Fort +2, Ref +9, Will +7
Speed 20 ft, climb 20 ft, swim 20 ft
Melee bite +11 (1d2-3 plus poison)
Space 2 ft.; Reach 0 ft.
S 4  D 17  C 8  I 8  W 13  Ch 2
BAB +6  CMB +7  CMD 14 (can’t be tripped)
Weapon finesse; Acrobatics +7 (1), Appraise +0 (1), Bluff +0 (4), Climb +11 (0), Diplomacy +0 (4), Escape Artist +7 (4), Fly +7 (0), Heal +2 (1), Intimidate -1 (7), Linguistics +0 (1), Perception +16 (8), Sense Motive +4 (3) Spellcraft +3 (4), Stealth +26 (8), Survival +3 (2), Swim +11 (0), Use Magic Device +1 (5)
Poison: Bite—poison; Save Fort DC 9; 1/round for 6 rounds; 1d2 Con; Cure 1 save
Share spells, empathic link, deliver touch spells, speak with master, alertness

**Spells**
Shadow patron
0 – bleed, dancing lights, daze, detect magic, detect poison, guidance, light, mending, message, putrefy food and drink, read magic, resistance, spark, stabilise, touch of fatigue (all)
1 – charm person, cause fear, chill touch, mage armour, obscuring mist, ray of enfeeblement, silent image
2 – augury, blindness/deafness, darkness, haunting mists, summon swarm, web
3 – deeper darkness, dispel magic, spit venom, suggestion, twilight knife, vision of hell
Ivan Dilisnya (Borca)

Timeline
- 689 BC: Ivan Dilisnya and Ivana Boritsi born on the same day in Borca.
- 699 BC: Poisons a serving girl and laughs as she dies. Fails second Powers check.
- 701 BC: Poisons his mother and covers it up. Fails third Powers check.
- 712 BC: Marries Lucretia. Over the next 3 years bears 3 children, possibly all stillborn.
- 715 BC: Murders his sister Karina and her family; his own family chases him into the Mists. Becomes lord of Dorvinia.
- 716 BC: Poisons Lucretia.
- 760 BC: Present day.

Powers Checks
- Caress (Violence: torturing animals: 4%; 695 BC): Con +2
- Invitation (Violence and Betrayal: murdering mother for no reason: 16%; 701 BC): Con +6
- Embrace (Violence and Betrayal: murdering sister’s family: 16%; 715 BC): Immune to poison, paralysis, disease

Base stats
- S 11 D 13 C 12 I 14 W 15 Ch 12 (high fantasy)
- Racial: Int +2 (human)
- Levelling: Int +2
- Age: Middle (physical -1, mental +1)
- Powers checks: Con +10
- Favoured class: skills
- CR 13 (10 [levels] + 1 [PC-level treasure] +2 [darklord abilities])

760 BC (Current day stats)
- CR 13
- XP 25,600
- Male middle aged Human Rogue (poisoner) 6/Courtier 5
- CE Medium Humanoid (human)
- Init: +2 (Dex) Senses: Perception +17

Defense
- AC 19 Touch 14
- Flat 17 (+3 armour, +2 Dex, +2 natural, +2 deflection)
- Hp 119(8 + 10d8 + 66)
- Fort +13 Ref +12 Will +11
- Evasion
- Uncanny dodge
- Immune to poison, disease, paralysis

Offense
- Spd 30'
Melee +2 rapier +12/+7 (1d6+2; crit 18+, plus poison plus sneak +3d6)
   Masterwork daggers +10/+5 (1d4; crit 19+, plus poison)
   Melee +9/+4
Missile +1 pistol +10 (1d8+1, crit x 4, range 20', touch plus Point Blank Shot)
Space/Reach: 5'/5'
S 10   D 12 (14)   C 22   I 19   W 16   Ch 13
BAB +7/+2   CMB +7   CMD 21 (19)

Feats
Ancestral Legacy (Dilisnya), Exotic Weapons Prof (firearms), Master Alchemist, Point Blank Shot, Quick Draw, Weapon Finesse, Weapon Focus (rapier)

Skills
Acrobatics +9 (4), Appraise +11 (4), Bluff +16 (11), Craft (alchemy) +23 (11), Diplomacy +13 (8), Disguise +13 (6), Heal +7 (1), Intimidate +18 (11), Knowledge (history) +12 (5), Knowledge (local) +15 (8), Knowledge (nature) +14 (7), Knowledge (nobility) +15 (8), Linguistics +10 (3), Perception +17 (11), Perform (act) +13 (6), Ride +7 (5), Sense Motive +12 (8), Sleight of Hand +16 (11), Stealth +13 (8), Swim +6 (3)

Languages
Mordentish*, Balok*, Falkovnian, Luktar, Vaasii, Darkonese, Halfling, Draconic, Tepestani

Treasure
(62,000 gp/82,000 gp)
+1 Pistol, +2 Rapier, Masterwork Dagger, Amulet of Natural Armour +2, Belt of Incredible Dexterity +2, Bracers of Armour +3, Circlet of Persuasion, Cloak of Resistance +3, Ring of Mind Shielding, Ring of Protection +2

Special
Poison use
Swift poison
Sneak attack +3d6
Evasion
Uncanny dodge
Surprise attacks (opponents flatfooted in surprise round)
Underhanded (1/day) (+4 Sleight of hand to conceal weapon; maximum sneak damage if hits opponent with weapon they were unaware of)
Lasting poison
Master poisoner
Altered delivery
Undetectable poison
Concentrate poison
Putrid distillation
Deadly alchemy
Envenom
Immune to poison, disease, paralysis
Sinkhole of evil
Domains of Dread

Ivana Boritsi (Borca)

Timeline
684 BC  Borca forms with Camille Dilisnya as lord.
689 BC  Ivan Dilisnya and Ivana Boritsi born on the same day in Borca.
707 BC  Ivana poisons herself in order to murder Pierre. Stops aging.
711 BC  Ivana turns Nostalia Romaine into the fist ermordenung and has her kill Camille. Becomes lord of Borca.
715 BC  Ivan becomes lord of Dorvinia. The cousins begin corresponding.
760 BC  Present day.

Powers Checks
- Caress (Violence and Blasphemy: creation of her venom: 4%; 707 BC): Con +2
- Invitation (Violence and Blasphemy: further experimentation leading to creation of ermordenung: 16%; 710 BC): Immune to poison.
- Embrace (Violence, Blasphemy and Betrayal: creation of ermordenung from best friend: 16%; 711 BC): Con +4, kiss of death becomes more dangerous.
- Creature (Betrayal and Violence: Murdering Camille: 16%; 711 BC): Becomes darklord of Borca. Detect poison, Con +11

Base stats
- S 8 D 11 C 11 I 16 W 10 Ch 16 (high fantasy)
- Racial: Cha +2 (human)
- Levelling: Cha +2
- Powers checks: Con +11
- Favoured class: skills

CR 13 (10 [levels] + 1 [PC-level treasure] +2 [darklord abilities])

760 BC (Current day stats)
CR 13  XP 25,600
Female Human Rogue (spy) 6/Courtier 5
CE Medium Humanoid (human)
Init: +6 (Dex, feat)  Senses: Perception +18

Defense
- AC 18 Touch 14  Flat 16 (+2 armour, +2 Dex, +2 natural, +2 deflection)
- Hp 119(8 + 10d8 + 66)
- Fort +13  Ref +12  Will +8
- Evasion
- Uncanny dodge
- Immune to poison
- Detect poison

Offense
- Spd 30'
- Melee +1 dagger +7/+2 (1d4; crit 19+, plus poison plus sneak attack +3d6)
- Missile +1 dagger +10/+5 (1d4+1; crit 19+ plus poison)
- Pistol +9 (1d8; crit x4, range 20’, touch attack)
Space/Reach: 5’/5’
S 8   D 11 (15)   C 22   I 16   W 10   Ch 20
BAB +7/+2   CMB +6   CMD 20 (18)

Feats
Ancestral Legacy (Boritsi), Exotic Weapons Prof (firearms), Master Alchemist, Alertness, Deceitful, Persuasive, Improved Initiative

Skills
Acrobatics +12 (7), Appraise +9 (3), Bluff +25 (9), Climb +3 (1), Craft (alchemy) +19 (11), Diplomacy +24 (11), Disguise +10 (0), Escape Artist +13 (8), Handle Animal +10 (2), Heal +7 (4), Intimidate +14 (1), Knowledge (history) +8 (2), Knowledge (local) +14 (8), Knowledge (nature) +9 (3), Knowledge (nobility) +14 (8), Knowledge (religion) +6 (3), Linguistics +7 (1), Perception +18 (11), Ride +10 (8), Sense Motive +16 (11), Sleight of Hand +12 (7), Stealth +11 (6), Swim +5 (3)

Languages
Mordentish*, Balok*, Falkovnian, Luktar, Vaasi, Draconic

Treasure
(62,000 gp/82,000 gp)
+1 Dagger x 2, Amulet of Natural Armour +2, Belt of Incredible Dexterity +4, Bracers of Armour +2, Circlet of Persuasion, Cloak of Resistance +3, Ring of Mind Shielding, Ring of Protection +2

Special
Sneak attack +3d6
Evasion
Uncanny dodge
Hard to Fool (take best of 2 Sense Motive checks, 2/day)
Skilled Liar +3
Poison use
Swift poison
Lasting poison
Catalytic poison
Putrid distillation
Undetectable poison
Immune to poison
Detect poison
Sinkhole of evil
Jacqueline Renier (Richemulot)

Timeline
688 BC Jacqueline and Louise Audaire born on Prime Material Mordent.
691 BC The Renier clan enter Ravenloft (in Falkovnia).
694 BC Reniers driven from Falkovnia. Richemulot forms with Claude as lord.
710 BC Marie Audaire murders her husband Simon, who is interred in Ste Ronges; gives herself and her daughters her maiden name.
725 BC Jacques Renier born. Middle aged.
726 BC Jacqueline murders Claude and becomes darklord of Richemulot.
727 BC Second child born.
729 BC Third child born.
735 BC Simon Audaire reanimated as ancient dead.
760 BC Present day.

Powers Checks
Caress (Betrayal: led Simon to Marie, suspecting she would kill him: 8%; 710 BC): Dex +2
Enticement (Violence: acts as wererat: 4%; c715 BC): Con +2
Invitation (Violence and Betrayal: murdering family members: 8%; c.720 BC): Spider climb, gnaw, monophobia.
Embrace (Betrayal, Violence and Blasphemy: Destroying innocents, infecting them with lycanthropy – perhaps Henri DuBois: 16%): Increased curse of lycanthropy, trigger
Creature (Betrayal and Violence: Murdering Claude: 16%): Becomes darklord of Richemulot. Gaseous form, control rats, chemical bane.

Base stats
S 12 D 15 C 14 I 14 W 7 Ch 14 (high fantasy)
Racial: Cha +2 (human)
Wererat: Wis +2, Cha -2
Levelling: Cha +2
Age: Middle (physical -1, mental +1)
Powers checks: Dex +2, Con +2
Favoured class: hp
CR 14 (10 [levels] + 1 [template] + 1 [PC-level treasure] +2 [darklord abilities])

760 BC (Current day stats)
CR 14 XP 38,400
Female middle aged Human Natural Wererat Rogue (charlatan) 6/Courtier 5
CE Medium Humanoid (human, shapechanger)
Init: +8 (Dex, feat) Senses: Lowlight vision, scent, Perception +12
Defense
AC 19 Touch 16 Flat 15 (+3 armour, +4 Dex, +2 deflection)
Hp 75 (8 + 10d8 + 22 + 11)
Fort +8 Ref +13 Will +7
Immune magic missiles (brooch of shielding)
Offense
Spd 30’, climb 20’
Melee Human bane +1 rapier +12 (1d6+1; crit 18+ +2/+2d6+2 vs humans and human wererats; invisible until drawn)
Melee +7
Missile Double barrelled +1 pistol +12 (1d8+1, crit x 4, range 20’, touch)
Space/Reach: 5’/5’
S 11  D 16 (18)  C 15  I 15  W 10  Ch 17 (19)
BAB +7/+2  CMB +7  CMD 23 (19)

Feats
Ancestral Legacy (Renier), Exotic Weapons Prof (firearms), Improved Initiative, Persuasive, Mobility, Spring Attack, Weapon Finesse

Skills
Acrobatics +13 (6), Appraise +11 (6), Bluff +14 (9), Climbing +17 (6), Diplomacy +15 (6), Disable Device +13 (6), Disguise +11 (4), Escape Artist +13 (6), Intimidate +18 (9), Knowledge (dungeoneering) +11 (6), Knowledge (local) +13 (8), Knowledge (nobility) +9 (6), Perception +12 (9), Sense Motive +9 (6), Sleight of Hand +13 (6), Stealth +18 (6), Survival +6 (6)

Languages
Mordentish*, Falkovnian, Balok

Treasure
(62,000 gp/82,000 gp)
Human bane rapier +1, double barrelled pistol +1, bracers of armour +3, brooch of shielding, cloak of resistance +2/cloak of elvenkind, ring of mind shielding, ring of protection +2, elixir of love, headband of charisma +2, belt of dexterity +2, sheath of bladestealth, amulet of mighty fists +1

Special
Charmer
Coax information
Canny observer
Terse threats
Good name
Flee
Unwitting ally
Rumourmonger
Natural born liar
Sneak attack +3d6
Evasion
Uncanny dodge
Change shape (human, hybrid, dire rat; polymorph)
Lycanthropic empathy (rats and dire rats)
Bloodlust
Disease (non-human form; filth fever DC 18)
Curse of lycanthropy (non-human form; DC 20)
Spider climb
Gnaw (ignore hardness)
Gaseous form
Mastery +4
Sinkhole of evil
Monophobia
Chemical bane
Trigger

**Rat form**
+2 Str, +1 Dex, +2 Con, +3 Wis, +2 nat AC, bite 1d4, claws 1d4 (hybrid only) – amulet of mighty fists +1, DR 10/silver, disease, curse of lycanthropy

**Gaseous form**
No nat AC, DR 10/magic, imm poison, sneak attack and crit hits, fly 10 ft, can’t run, pass all Fly checks
**Domains of Dread**

**The Lady of the Lake (Castle Island)**

**Timeline**
- **735 BC**: Avanc killed; deal with hags; Katherine born. Fails first Powers check.
- **742 BC**: Drowns Ione’s wife; Madchen born. Fails second and third Powers checks.
- **744 BC**: Destroys the Demnach clan and becomes lord of Castle Island. Fails fourth and fifth Powers checks.
- **760 BC**: Present day.

**Powers Checks**
- **Caress (Black Magic, Betrayal and Blasphemy)**: deal with hags, sacrifice of daughter: 100%; 735 BC: Deflection bonus +2, plus Katherine’s transformation.
- **Enticement (Violence and Betrayal)**: drowning wife: 32%; 742 BC: Gains bard level.
- **Invitation (Betrayal)**: poisoning Madchen’s mind: 4%; 743 BC: Deflection bonus +2, bonus feat.
- **Embrace (Betrayal and Violence)**: sacrificing children: 16%: Gains bard level, some skill ranks moved around.
- **Creature (Betrayal and Violence)**: torturing Ione: 100%: Becomes darklord of Castle Island. Gains bonus feat.

**Base stats**
- S 10 D 17 C 12 I 14 W 12 Ch 21 (base sirine)
- Favoured class: hp
- CR 9 (5 [base] + 3 [levels] +1 [darklord abilities])

**760 BC (Current day stats)**
- CR 9
- XP 6,400
- Female Sirine Bard (Sound striker) 3
- CE Medium Fey
- Init: +9 (Dex, feat, magical item)  Senses: Low light vision, Perception +14

**Defense**
- AC 22 Touch 18  Flat 18 (+3 Dex, +1 dodge, +4 natural, +4 deflection)
- Hp 67 (6 + 9d6 + 3d8 + 13 + 3)
- Fort +5  Ref +13  Will +11 (+4 vs. sonic effects etc)
- Immune mind affecting effects
- Resist fire 10

**Offense**
- Spd 40’, swim 40’
- Melee Touch +10 (1d4 Intelligence damage, DC 21) +1 eager short sword +11/+6 (1d6+1) plus sneak attack +2d6
- Space/Reach: 5’/5’
- S 10  D 17  C 12  I 14  W 12  Ch 21
- BAB +7/+2  CMB +7  CMD 25 (21)

**Feats**
- Alertness, Dodge, Improved Initiative, Skill Focus (Perform [sing]), Weapon Finesse, Ability Focus (bardic performance, sirine’s song), Quicken Spell-like Ability (charm person), Lingering Performance
Skills
Bluff +21 (0; versatile performance), Disguise +15 (7), Heal +10 (8), Perception +14 (10), Sense Motive +21 (0; versatile performance), Stealth +14 (8), Swim +10 (10), Knowledge (history) +12 (8), Knowledge (nature) +14 (10), Perform (sing) +21 (13), Perform (dance) +15 (7), Spellcraft +10 (5), Survival +10 (5)

Languages
Sylvan*, Aquan*, Tepestani

Treasure
(10050 gp)
+1 eager shortsword, pipes of sounding

Special
Bardic performance (as 8th level bard): 23 rds/day
Countersong +21
Distraction +15
Inspire courage +2
Wordstrike (1d4+8 dmg to objects, half to living things)
Weird words (1d8+5 dmg, ranged touch attack, DC 21)
Dirge of Doom (DC 21)
Versatile Performance
Well Versed
Sirine’s Song (DC 22)
Soothing Touch
Amphibious
Sneak attack +2d6
Spell-like abilities
Sinkhole of evil

Spell-Like Abilities (CL 10th; concentration +15)
3/day—quickened charm person (DC 16), fog cloud, improved invisibility, polymorph (self only)

Spells
Save DC = 15 + spell level
At will—detect magic, read magic, resistance, lullaby, mage hand, prestidigitation
5/day—grease, hideous laughter, chord of shards, moment of greatness
**Domains of Dread**

**Malken (Nova Vaasa)**

**Timeline**

<table>
<thead>
<tr>
<th>Year</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>664 BC</td>
<td>Tristen Hiregaard born in Vaasa (Toril) to Sir Romir Hiregaard.</td>
</tr>
<tr>
<td>671 BC</td>
<td>Romir murders his wife, who curses him to always harms the ones he loves. He kills himself, and the curse passes to Tristen.</td>
</tr>
<tr>
<td>676 BC</td>
<td>Tristen falls in love with a servant girl and murders her. The murder is hushed up.</td>
</tr>
<tr>
<td>682 BC</td>
<td>Tristen has killed 9 women. He plans suicide, but becomes lord of Nova Vaasa instead. Malken is born.</td>
</tr>
<tr>
<td>683 BC</td>
<td>Tristen is knighted by Kethmar Bolshnik. Malken begins building his criminal empire. Tristen is head of the Kantora City Watch.</td>
</tr>
<tr>
<td>684 BC</td>
<td>The Black Duke is active in northern Nova Vaasa. Tristen and Malken are too busy with each other to pay attention.</td>
</tr>
<tr>
<td>688 BC</td>
<td>The Clinic for the Mentally Distressed is built.</td>
</tr>
<tr>
<td>694 BC</td>
<td>Tristen is Prince of Nova Vaasa.</td>
</tr>
<tr>
<td>695 BC</td>
<td>Tristen’s first son is born.</td>
</tr>
<tr>
<td>707 BC</td>
<td>Tristen marries Katya Chevik in a political union.</td>
</tr>
<tr>
<td>717 BC</td>
<td>Malken founds the Cult of Sekhmaa and murders Ivaar Hiregaard.</td>
</tr>
<tr>
<td>719 BC</td>
<td>Tristen is Prince of Nova Vaasa again. Tristen’s first grandchild is born.</td>
</tr>
<tr>
<td>729 BC</td>
<td>Othmar poisons Kethmar and becomes head of the Bolshnik family. Kethmar’s dying wish is that Tristen acts as regent instead.</td>
</tr>
<tr>
<td>734 BC</td>
<td>Tristen steps down as regent, but Othmar refuses to.</td>
</tr>
<tr>
<td>748 BC</td>
<td>Katya Hiregaard dies giving birth to Tristen’s youngest son.</td>
</tr>
<tr>
<td>760 BC</td>
<td>Present day.</td>
</tr>
</tbody>
</table>

**Powers Checks**

- Caress (Violence: enjoying the murder of the servant girl: 8%; 676 BC): Dex +2.
- Enticement (Blasphemy: covering it up; breaking a vow: 32%; 676 BC): Str +2.
- Invitation (Violence and Betrayal: cruelty to peasants, hypocrisy of nobility: 16%; c678 BC): Cha +2.
- Embrace (Violence and Blasphemy: several more murders, all of which are covered up: 8%; c680 BC): Dex +2.
- Creature (Violence and Blasphemy: last murder, covered up, considers suicide to avoid capture and solve the issue: 8%): Becomes darklord of Nova Vaasa. Fractured soul, ancestral curse.

The original Tristen Hiregaard was evil (LE); much more like Othmar Bolshnik: cruel, oppresses peasants, hypocritical, broke his oaths as cavalier and uses his position to cover it up. Although the curse made him kill women he desired, he regretted the loss of control more than he regretted the deaths. Never tried to break the curse – just covered murders up. Massive hypocrisy drew Dark Powers’ attention (especially given how young he is). Splits into the LN “Tristen” and the CE Malken.

**Base stats**

- S 14 D 13 C 13 I 13 W 13 Ch 13 (high fantasy)
- Racial: Str +2 (human)
- Levelling: Cha +2
- Aging: middle aged (physical -1, mental +1)
760 BC (Current day stats)
CR 11 XP 12,800
Male middle aged Human Rogue 10
CE Medium Humanoid (human)
Init: +11 (Dex, feat, sword)  Senses: Perception +10

Defense
AC 19 Touch 13  Flat-footed 16 (+3 Dex, +6 armour)
hp 68 (8 +9d8+10 +10)
Fort +5, Ref +11, Will +6
Evasion
Improved Uncanny Dodge
Trap Sense +3

Offense
Spd 30 ft.
Melee +1 rapier of duelling +11/+6 (1d6+4; crit 18+, plus sneak attack +5d6 +5 bleed plus duelling bonuses)
  Shortsword of subtlety +11/+6 (1d6+4; crit 19+, plus +4 att, dmg on sneak attack)
  +1 rapier of duelling +9/+4 (1d6+4; crit 18+) plus shortsword of subtlety +9 (1d6+4; crit 19+)
Missile Composite shortbow (Str +3) +10/+5 (1d8+3)
Space/Reach: 5'5''
S 17  D 16  C 12  I 14  W 14  Ch 18
BAB +7  CMB +10  CMD 23

Feats
Combat Reflexes, Double Slice, Improved Initiative, Quick Draw, Shadow Strike, Two-weapon Fighting

Skills
Acrobatics +15 (9), Appraise +11 (6), Bluff +20 (10), Climb +15 (9), Diplomacy +15 (5), Disable Device +18 (7), Disguise +15 (5), Escape Artist +11 (5), Intimidate +13 (3), Knowledge (history) +6 (4), Knowledge (local) +10 (5), Knowledge (nobility) +7 (5), Linguistics +10 (5), Perception +10 (5), Ride +6 (3), Sense Motive +10 (5), Sleight of Hand +14 (8), Stealth +21 (10), Use Magic Device +11 (1)

Languages
Vaasi*, Balok, Darkonese, Tepestani, Graben, Draconic, Halfling, Dwarven

Treasure
(47000 gp/62000 gp)
Sword of subtlety, rapier of duelling +1, chain shirt +2, cloak of elvenkind/cloak of resistance +1, circlet of persuasion

Special
Bleeding attack
Surprise attack
Underhanded (4/day)
Honeyed words
Unwitting ally
Trapfinding +5
Evasion
Improved Uncanny Dodge
Fractured soul
Sinkhole of evil
Mastery +4

Sir Tristen Hiregaard
LN Medium Humanoid (human) Cavalier (Order of the Lion) 10 (CR 10)
Init: +7 (Dex, feat)        Senses: Perception +10

Defense
AC 19 Touch 19       Flat-footed 19 (+3 Dex, +6 armour)
hp 68 (8 +9d8+10 +10)
Fort +8, Ref +6, Will +5

Offense
Spd 30 ft.
Melee +1 rapier of duelling +11/+6 (1d6+10; crit 18+; includes Power Attack)
+1 rapier of duelling +9/+4 (1d6+10; crit 18+) plus light steel shield +8 (1d4+9)
Missile Composite shortbow (Str +3) +13/+8 (1d8+3)

Space/Reach: 5'/5’

S   17   D 16   C 12   I 14   W 14   Ch 18
BAB +10       CMB +13       CMD 26

Feats
Combat Reflexes, Double Slice, Mounted Combat, Power Attack, Precise Strike, Quick Draw, Ride-by Attack, Shield Wall, Two-weapon Fighting

Skills
Acrobatics +8 (5), Appraise +4 (2), Bluff +12 (5), Climb +11 (5), Diplomacy +12 (5), Handle Animal +14 (7), Intimidate +10 (3), Knowledge (engineering) +6 (4), Knowledge (history) +6 (4), Knowledge (local) +10 (5), Knowledge (nobility) +10 (5), Knowledge (religion) +6 (4), Linguistics +7 (3), Perception +10 (8), Ride +16 (10), Sense Motive +10 (5)

Languages
Vaasi*, Balok, Darkonese, Tepestani, Draconic, Halfling

Treasure
(12750 gp)
Rapier of duelling +1, chain shirt +2, lens of detection

Special
Cavalier’s Charge (+4 att, no AC penalty)
Challenge (4/day, +3 AC, +10 dmg)
For the King (+4 att, dmg to allies in 30’ for 1 rd, 1/combat)
Banner
Expert Trainer +5
Greater Tactician (3/day, 8 rds/day)
Lion’s Call
Fractured soul
Sinkhole of evil
Warhorse
Init +3; Senses lowlight vision, scent; Perception +7
AC 28, touch 12, flat-footed 25 (+3 Dex, +10 natural, -1 size, +6 armour)
Hp 76 (9d8+36)
Fort +10,  Ref +9,  Will +6
Speed 50’
Melee bite +11 (1d6+5) plus 2 hooves +9 (1d6+2)
Space 10 ft/5 ft
S 21  D 16  C 19  I 2  W 12  Ch 6
BAB +6  CMB +12 (+2 bull rush)  CMD 25
Multiattack, Armour Proficiency (light, medium), Improved Bull Rush, Power Attack, Iron Will, Improved Natural Attack (bite); Climb +10 (2), Perception +7 (3), Survival +3 (2), Swim +10 (2); Link, evasion
Equipment: Chain barding
Mordenheim's Monster (Adam)  
(Lamordia)

Timeline
683 BC  Created by Victor Mordenheim. (Awakened advanced flesh golem)
685 BC  Eva adopted, then killed and Elise battered. Lamordia created. (Advanced flesh golem of obsession).
708 BC  Adam kidnaps Hilda von Karlsfield.
727 BC  Adam meets Merilee Markurza.
737 BC  Adam assaults the sanctuary of the Seekers of the Source.
739 BC  Mordenheim heals Elise’s body; Adam abducts her, but adventurers steal her back.
760 BC  Present day.

Powers Checks
- Caress (Blasphemy: overtly and deliberately chooses evil: 2%; 683 BC): Increased fast healing, Wisdom penalty.
- Enticement (Betrayal and Violence: obsession with Eva: 4%; 684 BC): Immune to cold.
- Invitation (Betrayal and Violence: dropping Eva: 100%; 685 BC): Increased fast healing.
- Embrace (Betrayal and Violence: battering Elise: 16%): Constrict, increased magic immunity
- Creature (Black Magic: cursing Mordenheim: 32%): Becomes a dread golem and darklord of Lamordia. Gains telepathic link, no zeitgeber, undying soul.

Base stats

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength</td>
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<tr>
<td>Dexterity</td>
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<tr>
<td>Constitution</td>
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<tr>
<td>Intelligence</td>
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<tr>
<td>Wisdom</td>
<td>15</td>
</tr>
<tr>
<td>Charisma</td>
<td>15</td>
</tr>
</tbody>
</table>

Template: Modifiers from being golem of obsession.
Favoured class: None (construct)
CR 12 (8 [base] + 2 [levels] + 1 [template] + 1 [darklord abilities])

760 BC (Current day stats)
CR 12  XP 19,200
Male Advanced Dread Flesh Golem Barbarian 2
CE Large Construct
Init: +3 (Dex)  Senses: Darkvision 60 ft, low light vision, Perception +15

Defense
- AC 30 Touch 12  Flat 27 (+3 Dex, +1 dodge, +18 natural, -1 size)  [-2 in rage]
- Hp 87 (10 + 8d10 + 2d12 + 30), fast healing 5, DR 5/adamantium
- Fort +6  Ref +6  Will +4 [+6 in rage] (immune to most spells)
- Immune to most spells
- Uncanny dodge

Offense
Spd 50’
Melee 2 slams +19/+19 (4d6+8 plus grab, constrict; crit on 19+ [8d6+8 with Vital Strike; 12d6+16 on crit])
2 slams +16/+16 (4d6+14 plus grab, constrict; crit on 19+ with Power Attack [8d6+14; 12d6+28])
2 slams +21/+21 (4d6+10 plus grab, constrict; crit on 19+ in rage [8d6+10 with Vital Strike; 12d6+20 on crit])
2 slams +18/+18 (4d6+16 plus grab, constrict with Power Attack and rage [8d6+16; 12d6+32])
Missile +14
Space/Reach: 10'/10'
S 24 [28]  D 17  C —  I 16  W 12  Ch 15
BAB +11/+6/+1  CMB +19 [+21 in rage]  CMD 33 (29)

**Feats**
Dodge, Power Attack, Combat Reflexes, Improved Natural Attack (slam), Vital Strike, Improved Critical (slam)

**Skills**
Acrobatics +17 (6), Climb +16 (6), Perception +15 (11), Stealth +13 (6), Survival +10 (6), Swim +14 (4), Intimidate +17 (8), Bluff +11 (6), Sense Motive +10 (6)

**Languages**
Lamordian*, Falkovnian, Darkonese, Mordentish

**Treasure**
(16,350 gp)
Amulet of mighty fists +1, cloak of elvenkind, boots of striding and springing/boots of the winterlands.

**Special**
Increased magic immunity
Grab
Constrict
Immune to cold
Rage 6 rds (also gains the effect of rage while berserk)
Rage power (Knockdown)
Weakened telepathic bond
No zeitgeber
Undying soul
Sinkhole of evil

**Victor Mordenheim**

**Timeline**

649 BC  Born in Prime Material Lamordia.
654 BC  Victor’s mother dies of disease; Victor develops an animosity towards death.
655 BC  He begins dissecting simple creatures to learn the secrets of Life.
659 BC  He tries to operate on the family dog and loses an earlobe.
665 BC  Victor goes to University and dissects human cadavers for the first time.
670 BC  Victor finishes his degree, meets Elise, and marries her. After discovering she is barren, he begins experimenting with creating life.
673 BC  Victor is fired after discovered experimenting with human corpses; they move to their current home. He begins turning his theories into actual experiments.
678 BC Eva born in Ludendorf. Victor sends Elise to relatives while he conducts his research.
683 BC Adam is “born.” Victor sends for Elise, who abhors his creation.
691 BC Victor tries transplanting Elise’s brain into a new body.
708 BC Victor tries recruiting Friedrich Kreutzer and Hilda von Karlsfield to perform a spirit transference. Adam kidnaps Hilda; Victor recruit Ivan Dragonov to hunt Adam.
712 BC Alexis Wilhaven finds Rudolph von Aubreker’s still living body after a shipwreck. Victor transplants it, but is psychically overpowered by it. After a few years, the Brain escapes to Dementlieu and he decides to research elsewhere.
736 BC Adventurers disrupt Victor’s attempts to scientifically enact soul transference. He turns his full attention to tissue regeneration.
739 BC Victor’s experiments finally pay off, but Elise is hopelessly insane. He turns his attention to solving this new problem.
760 BC Present day

Powers Checks

Caress (Violence and Betrayal: attempted vivisection of his father’s favourite dog: 32%; 659 BC): Perfect recall.
Enticement (Blasphemy and Betrayal: secret dissections at university: 16%; 673 BC): Mad science.
Invitation (Blasphemy and Betrayal: graverobbing: 8%; 678 BC): Craft monsters.
Creature (Black Magic: cursed by Adam: 16%; 685 BC): Regeneration 5, empathic link, undying soul.

Base stats
S 11 D 16 C 10 I 16 W 8 Ch 11 (high fantasy)
Racial: Int +2 (human)
Leveling: Int +3
Age: Middle (physical -1, mental +1)
Favoured class: skills
CR 10 (7 [levels] + 1 [PC-level treasure] +2 [darklord abilities])

760 BC (Current day stats)
CR 10 XP 9,600
Male middle aged Human Expert 15
LE Medium Humanoid (human)
Init: +2 (Dex) Senses: Perception +14
Defense
AC 13 Touch 13 Flat-footed 10 (+2 Dex, +1 dodge)
hp 56 (8 + 14d8 - 15)
Fort +6, Ref +7, Will +10
Regeneration 5
Domains of Dread

Offense
Spd 30 ft.
Melee +1 keen adamantine dagger +12/+7/+2 (1d4+1; crit 17+)
   Unarmed strike +11/+6/+1 (1d3 nonlethal)
Ranged Masterwork pistol +14/+9/+4 (1d8; crit x4, range 40 ft, touch)
Space/Reach: 5'/5’
S 10  D 15  C 9  I 22  W 9  Ch 12
BAB +11/+6/+1  CMB +11  CMD 24 (21)
Appraise +10, Bluff +11, Craft (Alchemy) +26, Craft (clockwork) +15, Diplomacy +10,
Handle Animal +12, Heal +17, Knowledge (Arcana) +30, Knowledge (Dungeoneering) +17,
Knowledge (Geography) +13, Knowledge (History) +13, Knowledge (Local) +15,
Knowledge (Nature) +26, Knowledge (Nobility) +11, Perception +14, Profession (physician)
+17, Ride +12, Sense Motive +14, Stealth +10, Swim +6, Use Magic Device +19

Feats
Sceptic, Dodge, Great Fortitude, Iron Will, Martial Weapon Proficiency (Rapier), Master
Alchemist, Skill Focus (Knowledge (arcana)), Skill Focus (Knowledge (nature))

Skills
Appraise +10 (1), Bluff +11 (10), Craft (alchemy) +26 (15), Craft (clockwork) +15 (9),
Diplomacy +10 (9), Handle Animal +12 (11), Heal +17 (15), Knowledge (arcana) +36 (15),
Knowledge (Geography) +23 (8), Knowledge (geography) +19 (7), Knowledge (history)
+19 (7), Knowledge (local) +21 (6), Knowledge (nature) +32 (11), Knowledge (nobility) +17
(5), Perception +14 (15), Profession (physician) +17 (15), Ride +12 (10), Sense Motive +14
(15), Stealth +10 (5), Swim +6 (6), Use Magic Device +19 (15)

Languages
Lamordian*, Draconic, Darkonese, Balok, Mordentish, Vaasi, Falkovnian

Treasure
(11500 gp/23500 gp)
+1 keen adamantine dagger, masterwork pistol
Plus up to 12000 gp of magical equipment

Special
Perfect recall
Mad science
Craft monsters
Craft constructs
Regeneration 5
Empathic link
Undying soul
Domains of Dread

Strahd von Zarovich (Barovia)

Timeline
299 BC  Strahd born in Prime Material Barovia.
321 BC  Tergs invade Barovia; Strahd leads army against them.
335 BC  Reaches middle age. Begins to experiment with magic as strength fades.
347 BC  Strahd summons Inajira (fails his second or third Powers check), defeats the last of the Tergs, and claims Castle Ravenloft as his seat.
351 BC  Fails his fourth and fifth Powers check with murder of his friend Alek and his brother Sergei, and the massacre of Sergei’s wedding guests. Becomes a full vampire, a necromancer and darklord of Barovia.
470 BC  The Vistani appear in Barovia. Strahd makes his deal with Madame Eva.
475 BC  Meets Jander Sunstar. Stays with him until 499 BC.
528 BC  Heroes attack Castle Ravenloft and are never heard from again.
542 BC  Strahd meets Azalin.
547 BC  Forlorn appears.
575 BC  Arak created. Azalin goes to investigate the new land; while he’s absent, Strahd uses his minions to copy Azalin’s spellbook (up to level 6 spells).
579 BC  Strahd and Azalin accidentally create Mordent. Azalin creates Darkon.
593 BC  Gundarak forms. Begins learning new languages.
c730 BC  Around this time, goes into hibernation. Van Richten steals his diary in 735 BC, when he wakes up.
760 BC  Present day.

Powers Checks
- Caress (Violence: acts of war: 4%; c.335 BC): Reputation for cruelty
- Enticement (Black Magic: association with fiend: 16%; 347 BC): Wizard becomes his favoured class; 2 Fighter levels become Wizard levels.
- Invitation (Black Magic and Violence: magical torture?: 8%; c.349 BC): Don’t really know what he did to deserve this; summoning Inajira may have been the third, and this for some other act of war. In any case, by third Powers check, gained CR +1 from bonus feats: Improved Initiative, Lightning Reflexes. Black Magic makes him feel young again, but constantly reminded of encroaching mortality.
- Embrace (Betrayal and Violence: Murdering Alek: 16%): Gains most of the vampire template abilities, including fast healing and a desire to sleep during the day.
- Creature (Betrayal and Violence: Murdering Sergei, massacre of guests: 100%): Becomes a full vampire and darklord of Barovia. Gains the Necromancer specialisation.

Base stats
- S 16 D 13 C 14 I 11 W 10 Ch 11 (high fantasy)
- Racial: Str +2 (human)
- Levelling: Str +1, Int +4
- Age: Middle (physical -1, mental) +1
- Template: Modifiers from being ancient vampire
- Favoured class: skills
- CR 24 (19 [levels] + 3 [template] + 1 [PC-level treasure] +1 [darklord abilities])

760 BC (Current day stats)
Domains of Dread

CR 24 XP 1,230,000

Male middle aged Human Ancient Vampire Fighter 4/Wizard (Necromancer) 16
LE Medium Undead (augmented humanoid)
Init: +11 (Dex, feat) Senses: Darkvision 60 ft, life sight 30 ft (16 rds/day), Perception +30

Defense
AC 39 Touch 23 Flat 26 (+4 mage armour, +1 dodge, +7 Dex, +12 natural, +5 deflection)
Hp 243 (10 + 3d10 + 16d6 +140+20), fast healing 6, DR 15/magic and silver
Fort +13 Ref +19 Will +24 (+1 vs fear, reroll 1/day)
SR 20
Channel resistance +13
DR 15/magic and silver
Immune: undead traits
Resist cold 10, electricity 10
Weaknesses: vampire weaknesses

Offense
Spd 50', climb 20'
Melee Slam +27 (1d4+21 +3 with arcane strike (swift action) plus energy drain 2, DC 27)
Melee +27/+19/+14
Missile Ray +19
Space/Reach: 5'/5'
BAB +12/+7/+2 CMB +22 CMD 45 (38)

Feats

Skills
Climb +33 (2), Intimidate +22 (12), Perform (dance, keyboards) +9 (2), Perception +30 (13), Stealth +30 (10), Sense Motive +30 (13), Diplomacy +17 (10), Bluff +25 (10), Craft (alchemy) +21 (10), Fly +15 (5), Linguistics (Draconic, Mordentish, Vaasi, Darkonese, Luktar) +16 (5), Knowledge (history) +24 (13), Knowledge (local) +24 (13), Knowledge (planes) +26 (15), Knowledge (nobility) +24 (13), Knowledge (arcana) +31 (10; 20 from headband), Knowledge (religion) +31 (10; 20 from headband), Spellcraft +31 (10; 20 from headband).

Languages
Balok*, Draconic, Mordentish, Darkonese, Luktar, Vaasi

Treasure
(660,000 gp/880,000 gp)
Amulet of spell cunning/mighty fists +5/natural armour +5/nondetection/shielding/detect thoughts/SR 20, crystal ball of true seeing, cloak of resistance +4/minor displacement/elvenkind, gloves of storing, headband of mental superiority +6, belt of physical might (Str, Dex) +4, mirror of opposition, ring of protection +5, ring of wizardry I-IV, rod of absorption, rod of alertness, rod of metamagic bouncing, rod of metamagic sickening, rod of metamagic reach, rod of metamagic lingering, rod of metamagic persistent,
Domains of Dread

rod of metamagic dazing, rod of metamagic silent, rod of metamagic extend, rod of metamagic quicken, pearls of power (2 x 1<sup>st</sup>, 1 x 2<sup>nd</sup>), permanent protective penumbra.

**Special**
Bravery +1, armour training.
Arcane bond (amulet), Command Undead (11/day)
Boost Undead (11/day): +1 att, save, temp hp, +2 turn resistance.
Blood drain, children of the night, create spawn, dominate, energy drain, change shape, gaseous form, shadowless, spider climb.
Mastery +7
Master of the castle
Sinkhole of evil
Salient Abilities (4): Reduced vulnerabilities (unaffected by garlic, mirrors and holy symbols), improved children of the night (summon worgs, not wolves, summon undead)

**Bat form**
+4 nat AC, spd 20 ft, fly 40 ft (good), bite +22 (1d8+15)

**Wolf form**
+2 nat AC, low light vision, scent, spd 50 ft, bite +22 (1d6+15 plus trip)

**Gaseous form**
No nat AC, imm sneak attack and crit hits, fly 20 ft, can’t run, pass all Fly checks

**Spells**
Save DC = 18 + spell level; 19 for Necromancy spells (underlined)

0 – acid splash, arcane mark, bleed, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, haunted fey aspect, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, spark, touch of fatiguing (all)

1 – alarm, break, burning hands, cause fear, charm person, chill touch, comprehend languages, decompose corpse, expeditious retreat, grease, hold portal, identify, interrogation, mage armour, magic missile, obscuring mist, protection from good, ray of enfeeblement, ray of sickening, restore corpse, shocking grasp, sleep, true strike, unseen servant

2 – alter self, arcane lock, augment undead, blindness/deafness, blood transcription, boiling blood, command undead, darkness, detect thoughts, fog cloud, ghoul touch, glitterdust, hideous laughter, invisibility, knock, locate object, make whole, mirror image, protective penumbra, quail, see invisibility, spectral hand, stinking cloud, tactical acumen, web

3 – ablative barrier, baneful attractor, blood biography, dispel magic, explosive runes, fireball, gust of wind, halt undead, haste, hold person, hostile levitation, lightning bolt, locate weakness, nondetection, pain strike, ray of exhaustion, seek thoughts, sleet storm, slow, stinking cloud, tongues, vampiric touch

4 – animate dead, arcane eye, black tentacles, cone of cold, confusion, contagion, control summoned creature, detect scrying, dimension door, enervation, fear, ice storm, illusory wall, induce lycanthropy, mimic mortal, shadow step, shocking image, solid fog, true form, wall of ice

5 – cloudkill, cold ice strike, feeblemind, hold monster, hungry pit, magic jar, mind fog, passwall, permanency, persistent image, polymorph, sending, stone shape, telekinesis, teleport, wall of force, wall of stone, waves of fatigue
6 – acid fog, analyze dweomer, antimagic field, circle of death, contingency, control weather, create undead, forceful hand, guards and wards, greater dispel magic, mass suggestion, planar binding, programmed illusion, true seeing, unwilling shield

7 – control undead, delayed blast fireball, expend, finger of death, forcecage, grasping hand, greater arcane sight, greater scrying, greater teleport, limited wish, project image, spell turning, wave of exhaustion

8 – clenched fist, clone, create greater undead, horrid wilting, irresistible dance, maze, moment of prescience, orb of the void, polymorph any object
The Three Hags (Tepest)

Timeline
675 BC The sisters are born in Prime Material Tepest.
678 BC Rudella Mindefisk prays to the faeries for daughters and gets 3 delivered.
688 BC The three sisters work together to kill a handsome stranger. Fail their first Powers Checks.
691 BC The sisters are played off each other by a handsome rogue, and kill him rather than let the others leave with him. Become hags and darklords of Tepest.
691 BC? The Hags craft Azalin’s Crystal.
740 BC The Inquisition begins in Viktal.
742 BC Construction on the Descent begins.
744 BC Castle Island appears.
760 BC Present day.

Powers Checks
- Enticement (Blasphemy: cannibalism, and feeding the dead rogue to their unaware family: 100%; 688 BC): Leticia and Laveeda: Ability bonuses; Lorinda: Spell-like abilities.
- Invitation (Violence: further seduction, murder and cannibalism: 32%; c690 BC): All: Commoner levels become Witch levels.
- Embrace (Betrayal: planning to betray sisters to the rogue: 16%): Telepathy and covey.
- Creature (Violence and Betrayal: murder the rake so that no one can have him: 16%): Become hags and darklords of Tepest. Gain change shape, enemy of light, hideous, corrupted familiars, mimicry, covey and Laveeda’s scent gets more powerful.

Favoured class: hp for all

Leticia

Base stats
S 9 D 12 C 14 I 14 W 15 Ch 12 (high fantasy)
Racial: Con -2, Int, Cha +2 (changeling)
Levelling: Int +2
Template: Modifiers from being hag

760 BC (Current day stats)
CR 14 (9 [levels] + 3 [template] + 1 [PC-level treasure] +1 [darklord abilities])
XP 38,400
Female Changeling Ancient Hag Witch 10
CE Medium Monstrous humanoid
Init: +4 (Dex) Senses: Darkvision 90 ft, Perception +11
Defense
AC 24 Touch 16
Flat 20 (+4 Dex, +4 natural, +4 mage armour, +2 deflection)
Hp 97 (6 + 9d6 +50 +10)
Fort +11 Ref +10 Will +12
SR 25
**Domains of Dread**

**Offense**
Spd 30’, swim 40’
Melee 2 claws +9 (1d6+4)
Missile Ray +9
Space/Reach: 5’/5’
S 19  D 18  C 20  I 22  W 15  Ch 16
BAB +5  CMB +9  CMD 25 (21)

**Feats**
Brew potion (B), Craft Rod, Craft Wand, Craft Wondrous Item, Extra Hex (black blood frenzy), Combat Casting

**Skills**
Bluff +13 (7), Craft (alchemy) +10 (1), Fly +12 (5), Heal +10 (5), Intimidate +7 (1), Knowledge (arcana) +15 (6), Knowledge (dungeoneering) +7 (1), Knowledge (geography) +7 (1), Knowledge (history) +10 (1), Knowledge (local) +13 (7), Knowledge (nature) +11 (2), Knowledge (planes) +13 (4), Knowledge (religion) +7 (1), Perception +11 (9), Sense Motive +11 (9), Spellcraft +16 (7), Stealth +14 (7), Swim +12 (0), Use Magic Device +13 (7)

**Languages**
Tepestani*, Goblin, Darkonese, Sylvan, Vaasi, Draconic, Arak

**Treasure**
(47000 gp/62000 gp)
Ring of protection +2, broom of flying, cloak of resistance +3, lesser rod of quicken.
*Joint:* Cauldron of seeing (plus telepathy)/cauldron of brewing

**Special**
Elements patron
Centipede goblin beast familiar
Agony hex (DC 21)
Slumber hex (DC 21)
Black Blood Frenzy hex
Cauldron hex
Cook people hex
Poison steep hex
Witch’s brew hex
Aquatic
Improved speed (swim)
Evil eye – at will
Horrific appearance
Improved senses (darkvision)
Mimicry
Improved natural weapons (B)
Telepathy
Change shape
Enemy of light
Hideous
Covey
Mastery +3
Sinkhole of evil
Spell-like abilities
At will—ghost sound, touch of fatigue; ill omen, feast of ashes, haunting mists; fog cloud, whispering wind, vomit swarm; bestow curse, screech

Spells
Elements patron
(4/6/6/4/4/3): Save DC = 16 + spell level

- 0 – bleed, dancing lights, daze, detect magic, detect poison, guidance, light, mending, message, putrefy food and drink, read magic, resistance, spark, stabilise, touch of fatigue (all)

- 1 – charm person, identify, interrogation, mage armour, obscuring mist, bungle, command, diagnose disease, fumbletongue, lock gaze, mask dweomer, negative reaction, remove sickness, shocking grasp, unseen servant

- 2 – alter self, augury, cure moderate wounds, burning gaze, death candle, delay poison, detect thoughts, flaming sphere, perceive cues, pernicious poison, spectral hand, steal voice, unshakable chill

- 3 – cackling skull, clairaudience/clairvoyance, cup of dust, dispel magic, fireball, glyph of warding, heroism, rage, ray of exhaustion, spit venom

- 4 – absorb toxicity, charm monster, confusion, discern lies, enervation, lesser geas, poison, wall of ice

- 5 – major curse, feeblemind, flamestrike, overland flight, possess object, prying eyes, wicked permanency

Goblin Centipede Familiar
Diminutive magical beast
Init +3; Senses darkvision 60 ft; Perception +19
AC 25, touch 18, flat-footed 21 (+3 Dex, +1 dodge, +7 natural, +4 size)
Hp 48 (5d10)
Fort +2, Ref +6, Will +8
Speed 40 ft, climb 40 ft
Melee bite +12 (1d3-4 plus poison)
Space 2 ½ ft/0 ft
S 3 D 17 C 8 I 10 W 12 Ch 6
BAB +5 CMB +4 CMD 11 (can’t be tripped) (7)
Ability Focus (poison), Dodge, Weapon Finesse; Bluff +5 (7), Climb +11 (0), Craft (alchemy) +1 (1), Fly +17 (5), Heal +6 (5), Intimidate -5 (1), Knowledge (arcana) +6 (6), Knowledge (dungeoneering) +1 (1), Knowledge (geography) +1 (1), Knowledge (history) +1 (1), Knowledge (local) +7 (7), Knowledge (nature) +2 (2), Knowledge (planes) +4 (4), Knowledge (religion) +1 (1), Perception +19 (9), Sense Motive +10 (9), Spellcraft +7 (7), Stealth +25 (7), Swim +3 (0), Use Magic Device +5 (7)
Poison Bite—injury; Save Fort DC 12; 1/round for 2 rounds; daze 1 round; Cure 1 save.
Alertness, deliver touch spells, empathic link, share spells, speak with master, speak with animals
### Laveeda

**Base stats**
- S 13  D 14  C 14  I 12  W 12  Ch 13 (high fantasy)
- Racial: Con -2, Int, Cha +2 (changeling)
- Levelling: Wis +1, Con +1
- Template: Modifiers from being hag
- CR 13 (9 [levels] + 2 [template] + 1 [PC-level treasure] +1 [darklord abilities])

760 BC (Current day stats)
- CR 13  XP 25,600
- Female Changeling Matron Hag Witch 10
- CE Large Monstrous Humanoid
- Init: +4 (Dex)  Senses: Darkvision 60 ft, Perception +12

**Defense**
- AC 27  Touch 15  Flat 23 (+4 Dex, +8 natural, -1 size, +4 mage armour, +2 deflection)
- Hp 117 (6 + 9d6 +70 +10)
- Fort +13  Ref +10  Will +13
- DR 5/bludgeoning
- SR 21

**Offense**
- Spd 40’
- Melee 2 claws +11 (1d6+7 plus grab, rend 2d6+10; plus human/goblin bane)
  - Bite +11 (1d6+7 plus human/goblin bane)
  - 2 claws and bite +9 (1d6+11 plus extras, with Power Attack)
- Missile Ray +8
- Space/Reach: 10’/10’
- S 25  D 18  C 21 (25)  I 16  W 17  Ch 17
- BAB +5  CMB +13  CMD 29 (25)

**Feats**
- Blind-Fight, Combat Casting, Craft Magic Arms & Armour, Craft Wondrous Item, Power Attack

**Skills**
- Bluff +7 (1), Fly +8 (3), Intimidate +15 (5), Knowledge (arcana) +10 (4), Knowledge (local) +8 (5), Knowledge (nature) +10 (4), Perception +12 (6), Sense Motive +7 (4), Spellcraft +10 (4), Stealth +5 (5), Survival +5 (2), Swim +11 (4), Use Magic Device +10 (4)

**Languages**
- Tepestani*, Goblin, Sylvan, Draconic

**Treasure**
- (47000 gp/62000 gp)
- Ring of protection +2, broom of flying, cloak of resistance +3, amulet of might fists (goblin bane, human bane), belt of constitution +4
- **Joint:** Cauldron of seeing (plus telepathy)/cauldron of brewing

**Special**
- Insanity patron
- Owl goblin beast familiar
- Evil eye hex (DC 18)
Domains of Dread

Misfortune hex (DC 18)
Flight hex (10 min/day)
Cackle hex
Hag’s eye hex (10 min/day)
Retribution hex (3 rds, DC 18)
Bite
Improved natural armour
Damage reduction
Grab
Rend
Large
Scent
Mimicry
Increased abilities (Wis, Cha)
Telepathy
Change shape
Enemy of light
Hideous
Covey
Mastery +3
Sinkhole of evil

Spell-like abilities
At will—feather fall
1/day—levitate

Spells
Insanity patron

0 – bleed, dancing lights, daze, detect magic, detect poison, guidance, light, mending, message, putrefy food and drink, read magic, resistance, spark, stabilise, touch of fatigue (all)
1 – charm person, identify, interrogation, mage armour, obscuring mist, compel hostility, dancing lantern, enlarge person, frostbite, fumbletongue, memory lapse, negative reaction, ray of enfeeblement, unprepared combatant
2 – alter self, augury, cure moderate wounds, blindness/deafness, disfiguring touch, enemy’s heart, fester, fog cloud, glitterdust, hideous laughter, hold person, skinsend, unnatural lust
3 – arcane sight, bestow curse, countless eyes, healing thief, lightning bolt, maddening hallucination, marionette possession, sleet storm, speak with dead, stinking cloud
4 – black tentacles, detect scrying, confusion, dimension door, divination, ice storm, solid fog, touch of slime
5 – baleful polymorph, cloudkill, hostile juxtaposition, mind fog, reincarnate, summoner conduit, wicked permanency

Goblin Owl Familiar
Tiny magical beast
Init +3; Senses darkvision 60 ft, lowlight vision; Perception +18
AC 21, touch 16, flat-footed 17 (+3 Dex, +5 natural, +1 dodge, +2 size)
Hp 58 (5d10)
Domains of Dread

Fort +2, Ref +6, Will +10
Speed 10 ft, fly 60 ft (average)
Melee 2 talons +10 (1d4-1)
Space 2 1/2 ft/0 ft
S 8 D 17 C 9 I 10 W 17 Ch 10
BAB +5 CMB +6 CMD 16 (12)
Dodge, Weapon Finesse; Bluff +1 (1), Fly +14 (3), Intimidate +1 (5), Knowledge (arcana) +4 (4), Knowledge (local) +5 (5), Knowledge (nature) +4 (4), Perception +18 (6), Sense Motive +7 (4), Spellcraft +4 (4), Stealth +19 (5), Survival +5 (2), Swim +7 (4), Use Magic Device +4 (4)
Alertness, deliver touch spells, empathic link, share spells, speak with master, speak with animals

Corinda

Base stats
S 12 D 14 C 14 I 12 W 13 Ch 13 (high fantasy)
Racial: Con -2, Int, Cha +2 (changeling)
Levelling: Wis, Cha +1
Template: Modifiers from being hag
CR 11 (8 [levels] + 1 [template] + 1 [PC-level treasure] +1 [darklord abilities])

760 BC (Current day stats)
CR 11 XP 12,800
Female Changeling Mistress Hag Witch 9
NE Medium Monstrous Humanoid
Init: +4 (Dex) Senses: Darkvision 60 ft, beast eye (DC 17), Perception +10
Defense
AC 25 Touch 16 Flat 21 (+4 Dex, +5 natural, +4 mage armour, +2 deflection)
Hp 79 (6 + 8d6 +36 +9)
Fort +10 Ref +10 Will +14
SR 19
Offense
Spd 30'
Melee 2 claws +10 (1d4+6)
Missile Ray +8
Space/Reach: 5'/5'
S 22 D 18 C 18 I 17 (19) W 20 Ch 18
BAB +4 CMB +10 CMD 26 (22)

Feats
Combat Casting, Craft Wondrous Item, Deceitful, Extra Hex (waxen image), Forge Ring

Skills
Bluff +13 (4), Craft (alchemy) +16 (0; 9 from headband), Disguise +6 (2), Fly +9 (2), Intimidate +11 (4), Knowledge (arcana) +11 (4), Knowledge (history) +8 (1), Knowledge (local) +7 (3), Knowledge (nature) +11 (4), Knowledge (planes) +8 (1), Knowledge (religion) +6 (2), Perception +10 (5), Sense Motive +9 (4), Spellcraft +10 (4), Stealth +8 (4), Use Magic Device +10 (3)

Languages
Tepestani*, Goblin, Sylvan, Draconic
Treasure
(35000 gp/46000 gp)
Ring of protection +2, broom of flying, cloak of resistance +3, ring of wizardry I, headband of intellect +2
Joint: Cauldron of seeing (plus telepathy)/cauldron of brewing

Special
Enchantment patron
Viper goblin beast familiar
Blight hex (DC 17)
Misfortune hex (DC 17)
Cackle hex
Unnerve beasts hex (DC 17)
Beast’s eye hex
Waxen image hex (DC 17)
Weakness
Increased abilities (Wis x 2)
Increased natural armour
Mimicry
Telepathy
Change shape
Enemy of light
Hideous
Covey
Mastery +4
Sinkhole of evil

Spell-like abilities
Constant—pass without trace, speak with animals
At will—dancing lights, putrefy food and drink; water breathing

Spells
Enchantment patron
(4/9/5/4/3/1): Save DC = 14 + spell level
0 – bleed, dancing lights, daze, detect magic, detect poison, guidance, light, mending, message, putrefy food and drink, read magic, resistance, spark, stabilise, touch of fatigue (all)
1 – charm person, identify, interrogation, mage armour, obscuring mist, beguiling gift, comprehend languages, ear piercing scream, hex ward, ill omen, mask dweomer, ray of sickness, reduce person, unnatural lust
2 – alter self, augury, cure moderate wounds, fog cloud, calm emotion, mad hallucination, miserable pity, pox pustules, sentry skull, see invisibility, summon monster II, summon swarm, touch of idiocy
3 – bestow curse, dispel magic, fly, howling agony, rain of frogs, reckless infatuation, share senses, strangling hair, suggestion, unadulterated loathing
4 – curse of magic negation, familiar melding, overwhelming grief, phantasmal killer, scrying, spite, vermin shape II
5 – baleful polymorph, break enchantment, hold monster, magic jar, wicked permanency
Goblin Viper Familiar
Tiny magical beast
Init +3; Senses darkvision 60 ft, lowlight vision, scent; Perception +14
AC 22, touch 16, flat-footed 18 (+3 Dex, +6 natural, +1 dodge, +2 size)
Hp 39 (4d10)
Fort +1, Ref +6, Will +8
Speed 20 ft, climb 20 ft, swim 20 ft
Melee Bite +10 (1d2-2 plus poison)
Space 2 1/2 ft/0 ft
S 6  D 17  C 6  I 10  W 15  Ch 6
BAB +5  CMB +6  CMD 15 (11)
Dodge, Weapon Finesse; Bluff +2 (4), Disguise +0 (2), Fly +12 (2), Intimidate -2 (4),
Knowledge (arcana) +4 (4), Knowledge (history) +1 (1), Knowledge (local) +3 (3),
Knowledge (nature) +4 (4), Knowledge (planes) +1 (1), Knowledge (religion) +2 (2),
Perception +14 (5), Sense Motive +6 (4), Spellcraft +4 (4), Stealth +20 (4), Use Magic Device +1 (3)
Alertness, deliver touch spells, empathic link, share spells, speak with master, speak with animals

Coven Spells
Save DC = 14 + spell level
At will—animate dead, baleful polymorph, blight, bestow lethal curse, clairaudience/clairvoyance, charm monster, commune, control weather, create undead, dream, forcecage, invisibility, mind blank, mirage arcana, nightmare, pass without trace, reincarnate, speak with animals, speak with dead, speak with plants, tongues, veil, vision.
Domains of Dread

Tristen ApBlanc (Forlorn)

Timeline

207 BC  Born in Prime Material Forfar. Flora is lynched and Tristen taken in by druids.
231 BC  Tristen sets fire to the sacred grove. Wolves appear in Forfar.
250 BC  The ApBlancs die out without heir; the ApFittles take control of Forfar.
422 BC  The Lord’s Tower erected by the minstrel ApBlanc.
426 BC  Marries Isolt.
427 BC  Gilan born; Morholt born next year, Brangain the year after.
439 BC  Gilan killed by wolves.
446 BC  Morholt murdered.
451 BC  Brangain disappears.
452 BC  Timeframe A. Brangain disappears (dies?), Isolt commits suicide.
463 BC  The minstrel ApBlanc vanishes.
519 BC  Marc ApBlanc claims the ruined Lord’s Tower, and does it up over the next 4 years.
537 BC  Power dispute between Marc and the ApFittles begins, launching into a full civil war in 540 BC.
543 BC  The Time of Terrors begins after Marc razes ApFittle Hall.
547 BC  Timeframe B. Andrew ApFittle killed. Tristen becomes darklord of Forlorn.
648 BC  Gundarakan loggers start carving a road into Forlorn.
733 BC  Svendar goes insane after his companions are all killed and spends his time feeding Aggie.
760 BC  Present day.

Powers Checks

- Enticement (Violence: tormenting the people of Birnam: 8%; c350 BC): Alternate form (beast shape II), extra salient abilities.
  - Invitation (Violence and Betrayal: neglectfully murdering his entire family: 32%; 451 BC): Improved alternate form (beast shape III), magnitude 3 ghost.
  - Creature (Violence and Blasphemy: eradicating the ApFittles and murdering a paladin: 32%; 547 BC): Becomes darklord of Forlorn. Command the clans, link with zombie wolves

Base stats

<table>
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<tr>
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<th>S 15 D 12 C 12 I 14 W 12 Ch 17 plus +4/+4/+2/+2/+0/-2 to give levels</th>
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<td>Vampyre</td>
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<tr>
<td>Levelling</td>
<td>Str +2</td>
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<tr>
<td>CR</td>
<td>16 (10 [levels] + 4 [base/template] + 1 [PC-level treasure] +1 [darklord abilities])</td>
</tr>
</tbody>
</table>
Domains of Dread

760 BC (Current day stats)
CR 16    XP 76,800
Male Vampyre Bard 6/Fighter 4 [day form]
NE Medium Monstrous Humanoid
Init: +3 (Dex) Senses: Darkvision 60’, Perception +14

Defense
AC 26 Touch 14     Flat 22 (+3 Dex, +6 natural, +6 armour, +1 dodge)
Hp 132(10 + 10d10 + 6d8 +34 + 6)
Fort +10     Ref +14     Will +12 (+4 vs sonic, bardic etc)
Bravery +1
Evasion
DR 5/magic and silver
Channel resistance +1

Offense
Spd 30’
Melee Bite +20 (1d6+5 plus charm) plus 2 claws +19 (1d4+2)
   +2 greatsword of mighty cleaving and life stealing +22/+17/+12 (2d6+11; crit 17+)
   +2 greatsword of mighty cleaving and life stealing +18/+13/+8 (2d6+23; crit 17+ with
   Power Attack)
Missile Composite longbow (Str +5) +1 of seeking +21/+16/+11 (1d8+7)
Space/Reach: 5’/5’
S 21    D 16    C 12    I 16    W 10 (12)    Ch 19 (21)
BAB +15/+10/+5    CMB +20 (+2 grapple)    CMD 34 (+2 grapple) (30)

Male Human Fourth Magnitude Ghost Bard 6/Fighter 4 [night form]
NE Medium Undead (augmented humanoid, incorporeal)
Init: +3 (Dex) Senses: Darkvision 60’, Perception +14

Defense
AC 23 Touch 23     Flat 19 (+3 Dex, +9 deflection, +1 dodge)
Hp 149(10 + 3d10 + 6d8 + 90 +6)
Fort +6     Ref +9     Will +7 (+4 vs sonic, bardic etc)
Bravery +1
Incorporeal
Immune undead traits
Channel resistance +9
Evasion
SR 24

Offense
Spd Fly 30’ (perfect)
Melee Incorporeal touch +12 (7d6; no save)
Space/Reach: 5’/5’
S – (17)    D 16    C –    I 16    W 10 (12)    Ch 27 (29)
BAB +8/+3    CMB +11    CMD 31 (27)

Feats
Cleave, Dodge, Improved Critical (greatsword), Power Attack, Skill Focus [Perform (String
Instruments)], Spell Focus (Enchantment), Weapon Focus (greatsword), Weapon Focus
(touch/claws), Weapon Specialization (greatsword)
Day form: Multiattack, Improved Grapple, Ability Focus (charm)
Skills
Acrobatics +10 (4), Bluff +20 (0), Diplomacy +20 (0), Disguise +20 (10/6), Handle Animal +18 (0), Intimidate +18/+22 (10), Knowledge (arcana) +11 (2), Knowledge (dungeoneering) +10 (1), Knowledge (engineering) +10 (1), Knowledge (geography) +10 (1), Knowledge (history) +14 (5), Knowledge (local) +14 (5), Knowledge (nature) +14 (5), Knowledge (nobility) +10 (1), Knowledge (planes) +10 (1), Knowledge (religion) +10 (1), Perception +14 (10/2), Perform (String Instruments) +20 (9/5), Perform (Wind Instruments) +18 (10/6), Sense Motive +14 (10), Spellcraft +16 (10), Stealth +16 (3), Use Magic Device +13 (5/1)

Day form: Climb +13, Escape Artist +13
Night form: Fly +18

Languages
Forfarian*, Draconic, Druidic, Sylvan

Treasure
(46,000 or 139,000 gp/185,000 gp)
Both forms: Ring of evasion, doomharp, headband (Wis, Cha) +2
Day form: Belt of Constitution +2, amulet of natural armour +1, chain shirt +2, greater bracers of archery, greatsword +2 mighty cleaving life stealing, composite longbow (Str +5) +1 of seeking

Special
Both forms:
Bardic Performance (standard action) (18 rounds/day)
Countersong +19
Distraction +4 (+8 at night)
Fascinate (DC 18/22)
Inspire Competence +2
Inspire Courage +2
Suggestion (DC 18/22)
Armour Training 1
Bardic Knowledge +3
Lore Master (1/day)
Versatile Performance (string, wind)
Well Versed
Mastery +5 (+9 at night)
Sinkhole of evil
Command the clans
Feral allies
Anchored
Allergen
Undying Soul
Turning of the Seasons

Day form:
Charm (DC 22)
Blood drain (1d4 Con damage)
Alternate form
Can be damaged by positive energy from clerics of Belenus
DR 5/magic and silver
**Domains of Dread**

**Night form:**
- Rejuvenation
- Aura of sobs (DC 24)
- Corrupting gaze (DC 24)
- Frightful moan (DC 24)
- Malevolence (DC 24)
- Improved abilities
  - Corrupting touch

**Worg form**
- +4 natural AC, lowlight vision, scent, bite +20 (1d6+7 plus trip)

**Spells**
- Save DC = 14 + spell level; 15 for Enchantment spells (underlined); +4 at night
  - At will—detect magic, ghost sound, dancing lights, read magic, open/close, mage hand
  - 5/day (+1 at night)—sleep, charm person, lock gaze, moment of greatness
  - 4/day (+1 at night)—allegro, detect thoughts, darkness, hold person
Tristessa (the Queen of Black Tears)  
(Keening)

Timeline
151 BC  Gwydion draws the ellefolk into the Plane of Shadow to serve him. After centuries of service, he rewards them by fusing them with the essence of shadow, transforming them into shadow fey. On the same day, Loht and Maeve born to Arak and Finngalla. Finngalla dies in childbirth.

201 BC  Tired of the Plane of Shadow, Gwydion orders Arak to begin construction of the Obsidian Gate to conquer new planes.

575 BC  The Obsidian Gate opens into Ravenloft. Gwydion’s reality wrinkle is so large that Arak forms around him; the shadow fey flee into it (forming the Greenlands in a cavern far below the surface). Arak sacrifices himself to trap Gwydion in the Gate; only the very edge of his shadow touches Arak to stabilise the domain. The Obsidian Gate is probably at the very nadir of Arak. The temporal fugue gets stronger the closer you are to the Gate.

577 BC  Rumours begin to circulate the shadow fey are drow. Three real drow go to investigate and introduce the cult of the Spider Queen.

583 BC  The last of the drow are wiped out, but the cult continues under “Tristessa”. Loht tries to suppress the cult, which balloons into a fully fledged power struggle.

588 BC  Loht breaks the Law of Arak and murders Tristessa. The Scourge scours Arak clean of all surface life. Mount Lament moved miles away from where it was. Keening forms.

760 BC  Present day.

Powers Checks
  
  Caress (Black Magic and Blasphemy: founding the cult of the Spider Queen: 16%; 577 BC): Becomes zelldrow; new Breed.
  
  Enticement (Betrayal: power struggle with Loht: 16%; 583 BC): Whatever powers she gained for these checks have been lost or subsumed by the ghost template; might be Cha bonuses, ghost touch amulet...
  
  Invitation (Violence: war against Loht: 32%; 586 BC): As above
  
  Embrace (Blasphemy: Consorting with fiends: 100%, 588 BC): Malformation of baby
  
  Creature (Black Magic: Dying curse: 100%): Becomes darklord of Keening. Gains ghost template, queen of the dead.

Base stats
S 11 D 17 C 10 I 15 W 18 Ch 10 (base sith zelldrow)
Levelling: Wis +1, Int +1
Template: Cha +10 (fifth magnitude ghost)
Favoured class: hp
CR 16 (5 [base] + 6 [levels] + 5 [ghost])

760 BC (Current day stats)
CR 16  XP 76,800
Female Sith Zelldrow 6 Fifth Magnitude Ghost
CE Medium Undead (augmented fey, incorporeal)
Init: +3 (Dex) Senses: Darkvision 120 ft, lowlight vision, Perception +22
Aura: Strong chaos, evil

**Defense**

AC 18 Touch 18 Flat 15 (+3 Dex, +5 deflection)
Hp 139(8 + 12d8 + 65 + 6)
Fort +8 Ref +13 Will +15
SR 20
DR 10/silver
Incorporeal
Channel resistance +14
Immune fire, heat, undead traits, magic missiles

**Offense**

Spd Fly 30’ (perfect)
Melee Incorporeal touch +10 (corrupting touch 16d6 or withering touch 1d4 Str and 1d4 Dex drain or touch spells)
Missile Ray +11
Space/Reach: 5’/5’
S - (11) D 17 C — I 15 W 18 Ch 20
BAB +7/+2 CMB +10 CMD 25 (immune to most) (22)

**Feats**

Spell Focus (necromancy), Weapon Finesse, Silent Spell, Still Spell, Flyby Attack, Weapon Focus (ray), Deceitful

**Skills**

Acrobatics +13 (7), Bluff +13 (3), Fly +15 (4), Perception +22 (7), Knowledge (arcana) +14 (9), Spellcraft +14 (9), Knowledge (religion) +14 (9), Linguistics +5 (3), Stealth +21 (7), Intimidate +17 (9), Sense Motive +16 (9), Use Magic Device +15 (7)

**Languages**

Arak*, Abyssal, Draconic, Drow, Sylvan, Elven

**Treasure**

(17000 gp)
Amulet of mighty fists (ghost touch)/brooch of shielding, cloak of resistance +3

**Special**

Spontaneous casting (inflict spells)
Touch of evil (Su): 6 rds, 7/day
Scythe of evil (Su): 6 rds, 2/day
Sudden shift 7/day
Master’s illusion 13 rds/day
Shadow form (Su): As gaseous form. Standard action.
Sunlight vulnerability (Ex): 3/1
Unnerving gaze (Su): Will DC 21 or shaken 24 rds, 30 ft
Spell-like abilities – 1/day, dancing lights, faerie fire, darkness. DC 14 + spell level.
Rejuvenation
Corrupting touch
Draining touch: ability drain can’t be healed until victim leaves Keening
Wail: Full round action. 30 ft emanation or 60 ft cone. Wail of the banshee (CL 16). Can penetrate spells creating silence of 5th level or lower. DC 21
Frightful moan
Aura of sobs
Sense living: Anywhere in Keening.
Mastery +5
Sinkhole of evil

**Shadow form**
No nat AC, imm sneak attack and crit hits, fly 20 ft, can’t run, pass all Fly checks

**Spells prepared**
(CL 13); DC 14 + spell level; 15 + spell level (Necromancy)
Trickery (Deception), Evil
  0 – bleed, detect magic, guidance, read magic
  1 – murderous command, sanctuary, obscuring mist, protection from law, divine favour, protection from good
  2 – death knell, desecrate, shard of chaos, spiritual weapon, silence, mirror image
  3 – bestow curse (x2), contagion, vision of hell, summon monster III, magic circle against good
  4 – blood crow strike, giant vermin, summon monster IV (x2), terrible remorse, confusion
  5 – curse of magic negation, summon monster V, insect plague, dispel good
  6 – harm, greater dispel magic, create undead
  7 – mass inflict serious wounds, blasphemy
Domains of Dread

Urik von Kharkov (Valachan)

Timeline

c.600 BC    Created in Thay (Prime Material Toril). Sent to school in Cormyr to be educated.
605 BC      Kills Selena and flees Morphayas. Drawn into Ravenloft (Darkon). Becomes an obyri.
625 BC      Engineers master’s destruction, flees Darkon, and kills creator. Becomes darklord of Valachan.
671 BC      Almost killed by the Cat of Felkovic.
c675 BC     Meets Lady Adeline.
760 BC      Present day.

Powers Checks

Caress (Black magic: seeking out an obyri to join the Kargat: 4%; 605 BC): Form stabilises and can no longer be dispelled.

Enticement (Violence: acts as a Kargat – cruel even by vampire standards: 100%; c615 BC): Cat empathy

Invitation (Violence: more cruelty: 32%; c.620 BC): Blackout

Embrace (Betrayal and Violence: Engineering the downfall of his master: 32%): Extra salient ability.

Creature (Blasphemy and Violence: Allowing the Beast to kill Morphayas: 16%): Becomes darklord of Valachan. Control all cats (takes over cat empathy), curse of lycanthropy, claws.

Base stats

S 18 D 19 C 15 I 13 W 13 Ch 9 (base awakened leopard)

Levelling: Str +1

Template: Str +4, Dex +4, Int +4, Wis +2, Cha +8 (mature obyri)

Favoured class: skills


760 BC (Current day stats)

CR 15     XP 51,200

Male Awakened Polymorphed Leopard Mature Obyri Fighter 7

LE Medium Undead (augmented magical beast)

Init: +10 (Dex, feat)  Senses: Darkvision 60 ft, Perception +25

Defense

AC 29 Touch 18     Flat 22 (+6 Dex, +7 natural, +1 dodge, +4 armour, +1 deflection)

Hp 112(8 + 4d8 + 7d10 + 36 + 12), lunar healing, DR 10/magic and silver

Fort +11 Ref +16 Will +7

SR 13

Channel resistance +6

DR 10/magic and silver

Immune undead traits

Resist cold, electricity 10

Weaknesses: Vampire weaknesses
Domains of Dread

**Offense**
Spd 40', climb 20'
Melee +2 keen longsword +20/+15 (1d8+9; crit 17+ plus Power Attack (-3/+6) and Bloody Assault)
+2 keen longsword +18/+13 and +1 shortsword +15/+10 (1d8+9 and 1d6+7) or claw +15 (1d4+7)
2 claws +17 (1d4+7 plus Power Attack and Bloody Assault)
Missile Composite longbow (Str +6) +16 (1d8+6, crit x3)
Space/Reach: 5'/5'
S 23  D 23  C —  I 17  W 15  Ch 17
BAB +10/+5  CMB +16  CMD 34 (27)

**Feats**
Persuasive, Skill Focus (Stealth), Cleave, Power Attack, Weapon focus (longsword), Two weapon fighting, Double slice, Bloody Assault, Step Up, Improved two weapon fighting, Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Toughness

**Skills**
Acrobatics +12 (3), Bluff +12 (0), Climb +18 (1), Diplomacy +11 (6), Handle Animal +12 (6), Intimidate +18 (10), Knowledge (local) +11 (8), Knowledge (noble) +6 (3), Knowledge (nature) +11 (8), Perception +25 (10), Ride +10 (1), Sense Motive +16 (4), Stealth +21 (1) (+25 in undergrowth), Survival +11 (6); Racial Modifiers +4 on Stealth in undergrowth

**Languages**
Vaasi*, Darkonese, Mordentish, Sithican

**Treasure**
(47000 gp/62000 gp)
+2 keen longsword, +1 shortsword, +1 amulet of mighty fists, bracers of armour +4, cloak of resistance +2, ring of protection +1

**Special**
Bravery +2
Armour training 2
Weapon training 1 (heavy blades)
Blood drain
Dominate
Children of the night
Create spawn
Change shape
Daylight powerlessness
Gaseous form
Lunar healing
Restful sleep
Spider climb
Blackout
Curse of lycanthropy
Feline allies
Mastery +3
Sinkhole of evil
Salient abilities (2): Reduced weaknesses (immune garlic, mirrors, bone stake)
Panther form
nat AC +2, pounce, bite +16 (1d6+6 plus curse of lycanthropy), low light vision, scent

Gaseous form
No nat AC, imm sneak attack and crit hits, fly 20 ft, can’t run, pass all Fly checks
Vlad Drakov (Falkovnia)

Timeline
- 689 BC: Drakov and his mercenaries drawn into Ravenloft; begin pillaging Darkon. Failed four Powers checks.
- 690 BC: Drakov driven into the Mists; becomes darklord of Falkovnia.
- 709 BC: Drakov invades Dementlieu.
- 722 BC: Drakov’s fourth invasion of Darkon driven back.
- 751 BC: Drakov invades Darkon again and driven back, despite Azalin’s absence.
- 760 BC: Present day.

Powers Checks
- Caress (Violence and Blasphemy: war crimes: 32%; 685 BC): Str +2
- Enticement (Violence and Betrayal: slaughtering captives: 16%; 686 BC): Cha +2
- Embrace (Violence and Betrayal: senseless wholesale murder and brigandage: 32%, 689 BC): Str +2, Con +2
- Creature (Violence: impaling villagers in Darkon: 16%, 690 BC): Becomes darklord of Falkovnia. SR 21, Spellbreaker.

Base stats
- S 14 D 13 C 13 I 14 W 11 Ch 13 (high fantasy)
- Racial: Str +2 (human)
- Levelling: Str +2, Con +2
- Age: Middle (physical -1, mental +1)
- Powers checks: Str +4, Con +2, Cha +2
- Favoured class: hp
- CR 17 (15 [levels] + 1 [PC-level treasure] +1 [darklord abilities])

760 BC (Current day stats)
- CR 17 XP 102,400
- Male middle aged Human Fighter 16
- NE Medium Humanoid (human)
- Init: +1 (Dex) Senses: Perception +11

Defense
- AC 27 Touch 13 Flat 26 (+12 armour, +1 Dex, +2 natural, +2 deflection; +4 deflection rod of flailing 1/day, 10 min)
- Hp 156(10+15d10+48+16)
- Fort +15 Ref +8 Will +8 (+4 resistance rod of flailing 1/day, 10 min)
- SR 21
- Bravery +4
- Moderate fortification

Offense
- Spd 30’
- Melee +2 vorpal shortsword +28/+23/+18/+13 (1d6+14; crit 17+ plus vorpal, Critical Focus, Staggering Crit, Sickening Crit)
- +2 vorpal shortsword +28/+18/+13/+8 (1d6+24 or 1d6+14 plus 1d4 bleed; crit 17+ with Power Attack or Bloody Assault)
Domains of Dread

Heavy shield bash +21/+16/+11/+6 (1d4+5)
Gauntlet +21/+16/+11/+6 (1d3+5)
Rod of flailing +21/+16/+11/+6 (1d8+11)
Missile +2 composite longbow (Str +5) +22/+17/+12/+7 (1d8+9; crit 3x)
Missile +17

Haste
Space/Reach: 5’/5’
S 21  D 12  C 16  I 15  W 12  Ch 16
BAB +16/+11/+6/+1  CMB +21  CMD 34 (33)

Feats
Bloody Assault, Critical Focus, Disruptive, Dreadful Carnage, Furious Focus, Greater Weapon Focus (shortsword), Greater Weapon Specialization (shortsword), Improved Critical (shortsword), Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Ride-by Attack, Sickening Critical, Staggering Critical (DC 26), Weapon Focus (longbow), Weapon Focus (shortsword), Weapon Specialization (shortsword), Spellbreaker B

Skills
Bluff +11 (8), Climb +14 (8), Handle Animal +14 (8), Heal +5 (4), Intimidate +16 (10), Knowledge (history) +10 (8), Knowledge (local) +10 (8), Perception +11 (10), Ride +10 (8), Sense Motive +9 (8)

Languages
Falkovnian*, Darkonese, Mordentish.

Treasure
(236000 gp/315000 gp)
+3 Full Plate, moderate fortification, +3 Shield, Heavy Steel, +2 vorpal Shortsword, Rod of Flailing, +2 composite longbow (Str +5), amulet of natural armour +2, ring of protection +2, cloak of resistance +2, boots of speed

Special
Armour training 4
Weapon training: light blades +3, bows +2, flails +1
SR 21
Sinkhole of evil
Wilifred Godefroy (Mordent)

**Timeline**
- 510 BC: Born in Mordent-on-sea in Prime Material Mordent.
- c.550 BC: Buys the House on Gryphon Hill.
- 568 BC: Lilia born.
- 578 BC: Godefroy murders Estelle and Lilia. They haunt him.
- 579 BC: Godefroy commits suicide and rises as a haunt. Azalin and Strahd escape into Prime Material Mordent; Mordent drawn into Ravenloft with Godefroy as lord. Still old aged. Becomes a more powerful ghost.
- 760 BC: Present day.

**Powers Checks**
- Caress (Violence: brutality to servants: 8%; c550 BC): Able to live in Gryphon Hill
- Enticement (Betrayal: callousness, betrayals: 8%; c565 BC): Haunted feat.
- Invitation (Violence and Betrayal: murdering family members: 32%; 578 BC): Walking stick becomes magical, wakes the house, curses his line, haunted.
- Embrace (Betrayal and Blasphemy: covering up the murders: 16%; 578 BC): Cha bonus. Upon death, becomes haunt (3rd magnitude ghost).
- Creature (Betrayal, Violence and Black Magic: actions during I10: 16%): Becomes darklord of Mordent. Moves from haunt to ghost – increases in magnitude to 4th.

**Base stats**
- S 11 D 14 C 13 I 13 W 11 Ch 15 (high fantasy)
- Racial: Con +2 (human)
- Levelling: Str +1, Dex +1, Cha +1
- Age: Old (physical -3, mental +2)
- Template: Cha +8
- Favoured class: skills
- CR 15 (11 [levels] + 4 [template])

**760 BC (Current day stats)**
- CR 15  XP 51,200
- Male old Human Fourth Magnitude Ghost Fighter (Cad) 9/Rogue (Rake) 3
- CE Medium Undead (augmented humanoid, incorporeal)
- Init: +6 (Dex, feat)  Senses: Darkvision 60 ft, Perception +24  Aura: Frightful presence 40’
- Defense
  - AC 21  Touch 21  Flat 19 (+2 Dex, +9 deflection)
  - Hp 163(10 + 8d10 + 3d8 + 96)
  - Fort +11  Ref +11  Will +8
  - Evasion
  - Incorporeal
  - Immune to turning and channelled energy
- Offense
  - Spd Fly 30’ (perfect)
  - Melee Incorporeal touch +13 (Terror or 5d6 plus 1d4 Cha drain plus free action Intimidate +33 and free dirty trick if flatfooted; +2 attack to anyone who hit him in last turn)
Improvised weapon +10/+5/+0 (1d6-1; crit 19+ plus sneak +2d6 plus free dirty trick; opponents automatically flatfooted; can include dirty trick as one attack; +2 attack and damage to anyone who hit him in last turn; plus Improved Vital Strike, Devastating Strike +4)

Improvised weapon +10 (3d6+3; crit 19+ plus sneak +2d6 plus free dirty trick; opponents automatically flatfooted; can include dirty trick as one attack; +2 attack and damage to anyone who hit him in last turn)
Missile Musket +13 (1d12, crit x 4, range 40’, touch, plus Point Blank Shot and Deadly Aim -3/+6; +2 attack and damage to anyone who hit him in last turn)
Thrown +13/+8/+3

Space/Reach: 5’/5’
S — (9) D 12 (14) C — I 15 W 13 Ch 26 (28)
BAB +11/+6/+1 CMB +13 (+20 dirty trick, +16 disarm, steal) CMD 32 (37 dirty trick, 35 disarm/steal)

Feats
Catch Off-Guard, Combat Expertise, Deadly Aim*, Devastating Strike, Greater Dirty Trick, Improved Dirty Trick, Improved Initiative, Improved Vital Strike, Point Blank Shot, Quick Dirty Trick, Quick Draw, Flyby Attack*, Vital Strike

Skills
Acrobatics +8 (3), Appraise +7 (2), Bluff +20 (7), Diplomacy +20 (7), Fly +14 (1), Handle Animal +13 (1), Intimidate +23 (11), Knowledge (history) +9 (7), Knowledge (local) +11 (6), Knowledge (nobility) +10 (8), Perception +24 (12), Ride +8 (3), Sense Motive +16 (12), Sleight of Hand +8 (3), Stealth +16 (3), Use Magic Device +13 (1)

Languages
Mordentish*, Draconic, Darkonese

Treasure
(21,000 gp)
Cloak of resistance +3, headband of Charisma +2, belt of dexterity +2, musket +1 (ethereal only), bracers of armour +1 (ethereal only)

Special
Bravado’s Blade
Razor-Sharp Chair Leg
Sneak Attack +2d6
Deadly Surprise
Payback +2
Surprise Attacks (opponents always flatfooted in surprise round)
Evasion
Draining touch (2 – combine with corrupting touch)
Corrupting touch (half, no save)
Frightful presence
Malevolence
Phantasmagoria
Turn immunity
Terror
Mastery +8
Sinkhole of evil
Master of Gryphon Manor
Chapter Two:
The Stormy Seas
**Domains of Dread**

**Alain Monette (L’Ile de la Tempete)**

**Timeline**
- **c630 BC**: Born in Port-au-Prince on Gothic Earth.
- **654 BC**: Becomes Captain of the Ouragan, and ruthlessly leads it to commercial success.
- **675 BC**: Viciously beats a young crewman nearly to death on trumped up charges.
- **677 BC**: Crew mutinies, beats Monette and leaves him for dead. Becomes darklord of L’Ile de la Tempete (then an Island) and contracts lycanthropy.
- **690 BC**: The merchant ship Dragon’s Gold enters Ravenloft and falls victim to Monette.
- **750 BC**: L’Ile de la Tempete joins the Core.
- **760 BC**: Present day.

**Powers Checks**
- Caress (Betrayal: ruthlessness in merchant dealings: 2%; c655 BC): Wis +2, Cha -2 (later included in werebat adjustments)
  - Enticement (Betrayal and Violence: piracy: 16%; c660 BC): +4 bonus to Profession (sailor)
  - Invitation (Violence: brutality towards crew: 8%; c670 BC): Dex +2
  - Embrace (Betrayal and Violence: beats and abandons a crewman he knows is innocent: 16%; 675 BC): Bonus feat (becomes Flyby Attack when he becomes a werebat: probably something to do with Intimidate)
  - Creature (Black Magic: curses his crew following their mutiny: 16%; 677 BC): Becomes a werebat and darklord of L’Ile de la Tempete.

**Base stats**
- **S 14 D 14 C 13 I 14 W 9 Ch 13** (high fantasy)
- Racial: Con +2 (human)
- Levelling: Str +2
- Template: Wis +2, Cha -2 (werebat)
- Aging: Middle aged
- Favoured class: skills
- CR 22 (7 [levels] + 1 [template] + 1 [PC-level treasure] + 1 [darklord abilities])

**760 BC (Current day stats)**
- **CR 10**
- **XP 9,600**
- Male Middle aged Maledictive Werebat Human Gunslinger (Musket Master) 5/Rogue (Pirate) 3
- LE Medium Humanoid (human, shapechanger) [human form]
- Init: +4 (Dex, class)
- Senses: Lowlight vision, scent; Perception +12

**Defense**
- AC 21 Touch 15
- Flat-footed 17 (+2 Dex, +6 armour, +2 dodge, +1 deflection)
- hp 61 (10 +4d10 +3d8 +16)
- Fort +7, Ref +9, Will +5
- Evasion
- Unflinching +1
**Domains of Dread**

**Offense**
Spd 30 ft, swinging reposition  
Melee +1 longsword +10/+5 (1d8+3; crit 19+ plus sneak +2d6)  
Ranged +1 hunstman musket +10/+5 (1d12+3, touch; crit x4 plus sneak +2d6 plus Point Blank Shot)  
  +1 hunstman musket +8/+3 (1d12+7, touch; crit x4 plus sneak +2d6 plus Point Blank Shot with Deadly Aim)  
Space/Reach: 5'/5’  
S 15  D 15  C 14  I 15  W 12  Ch 12  
BAB +7  CMB +9  CMD 24 (20)  

LE Large Humanoid (human, shapechanger) [hybrid form]  
Init: +4 (Dex, class)  
Senses: Lowlight vision, scent, blindsense 40 ft; Perception +17  

**Defense**
AC 19  
Touch 14  
Flat-footed 15 (+2 Dex, +5 natural, -1 size, +2 dodge, +1 deflection)  
hp 69 (10 +4d10 +3d8 +24)  
Fort +8, Ref +9, Will +6  
DR 10/silver  
Evasion  
Unflinching +1  

**Offense**
Spd 20 ft, fly 40 ft (good)  
Melee bite +12 (1d8+5; plus sneak +2d6)  
Space/Reach: 10'/5’  
S 19  D 15  C 16  I 15  W 14  Ch 12  
BAB +7  CMB +12  CMD 27 (23)  

**Feats**
Deadly Aim, Diehard, Dodge, Endurance, Flyby Attack B, Gunsmithing, Iron Will, Point Blank Shot, Rapid Reload (musket), Sea Legs  

**Skills**
Acrobatics +14 (8), Bluff +5 (1), Climb +10 (4), Diplomacy +5 (1), Escape Artist +6 (2), Fly +6 (5), Heal +6 (2), Intimidate +12 (8), Perception +12 (8), Profession (sailor) +16 (8), Ride +1 (0), Sense Motive +8 (4), Sleight of Hand +7 (3), Stealth +17 (8), Survival +10 (6), Swim +11 (5)  
Hybrid form: Climb +2, Fly +2, Perception +17, Profession (sailor) +1, Sense Motive +1, Stealth -4, Survival +1, Swim +2; +4 racial bonus to Perception with blindsense  

**Languages**
French*, English, Dutch, pidgin of Low Mordentish, Vaasi, Darkonese  

**Treasure**
(25,000 gp/31,000 gp)  
Huntsman musket +1, longsword +1, chain shirt +2, amulet of mighty fists +1, cloak of elvenkind, ring of protection +1  

**Special**
Grit  
Deadeye (touch attacks at longer range)  
Deeds  
Evasion
Fast Musket
Gunslinger Initiative
Musket training (misfire -2)
Pistol whip
Quick clear
Steady Aim
Sneak attack +2d6
Swinging reposition
Unflinching (+1 vs fear and mind affecting effects)
Change shape (human, hybrid direbat, polymorph; trigger: high tide)
Bat empathy
Bloodlust
Chemical bane (skullcap)
Landlocked
Control currents
Undying soul
Mastery +1
Sinkhole of evil
Althea (Demise)

Timeline
- c644 BC: Born on the Prime Material Plane.
- c660 BC: Sells false medicines to plague sufferers.
- c662 BC: Marries rich old man, planning to inherit his wealth. Her family come to sponge off her.
- c665 BC: Meets Creon and falls wildly in love with him. They take as much treasure as they can carry and elope. Her family pursues, so she kills her brother and leaves pieces of him behind the ship to slow down her father.
- c667 BC: Creon abandons her for a wealthier model, leaving her penniless. She murders their children (disinherited by remarriage) rather than allow them to be sold into slavery. She poisons Creon’s new wife (causing her to miscarry), and seduces and profanes the priest of his faith. The gods strike her down for blasphemy. She becomes a medusa and darklord of Demise (at this point an Island).
- 686 BC: The Isle of Demise joins the Core.
- 760 BC: Present day.

Powers Checks
- Caress (Betrayal: peddling false medicines: 8%; c660 BC):
- Enticement (Betrayal and Violence: murders brother so she and Creon can escape: 16%; c665 BC):
- Invitation (Betrayal and Violence: murders children: 32%; c667 BC):
- Embrace (Betrayal and Violence: causes Alexander’s new wife to miscarry and die of blood loss: 16%; c667 BC):
- Creature (Blasphemy: seduces priest on the altar to profane it: 16%; c667 BC):

Becomes a medusa and darklord of Demise.

Base stats
- S 10 D 15 C 18 I 12 W 13 Ch 15 (base medusa)
- CR 8 (7 [base] + 1 [darklord abilities])

760 BC (Current day stats)
- CR 8
- XP 4,800
- Female Medusa
- LE Medium Monstrous Humanoid
- Init: +6 (Dex, feat)
- Senses: All-around vision, darkvision 60 ft; Perception +16

Defense
- AC 17 Touch 12
- Flat-footed 15 (+2 Dex, +4 natural, +1 armour)
- hp 80 (10 +7d10 +32)
- Fort +7, Ref +9, Will +8

Offense
- Spd 30 ft.
- Melee Masterwork short sword +11/+6 (1d6; crit 19+) and snake bite +5 (1d4 plus poison)
- Ranged Masterwork short bow +11/+6 (1d8; crit 3x, range 60 ft)
- Spit poison +11 touch (blindness, range 10 ft)
- Special Attacks Petrifying gaze
- Spell-like Abilities (CL 8th) 3/day—suggestion (DC 15)
Domains of Dread

Space/Reach: 5'/5'
S 10  D 15  C 18  I 12  W 13  Ch 15
BAB +8  CMB +8  CMD 20 (18)

Feats
Improved Initiative, Weapon Finesse, Ability focus (petrifying gaze), Skill focus (Bluff)

Skills
Bluff +13 (8), Disguise +10 (8), Intimidate +13 (8), Perception +16 (8), Stealth +13 (8); +4 racial bonus to Perception.

Languages
Helladic*, Lamordian

Treasure
(2400 gp/2400 gp)
Masterwork short sword, masterwork shortbow, bracers of armour +1, cloak of resistance +1

Special
All-around vision
Petrifying gaze (DC 18)
Spit poison (DC 18)
Poison (Bite—(injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d4 Con; cure
2 consecutive saves. The save DC is Constitution-based.)
Suggestion
Sinkhole of evil
**Domains of Dread**

## Bluebeard (Blaustein)

### Timeline
- **c600 BC**: Born in Prime Material Blaustein.
- **c622 BC**: Inherits Castle Blaustein and great wealth. Marries his first wife.
- **c625 BC**: Suspecting her of infidelity with a bard, Bluebeard kills her.
- **c627 BC**: Remarries.
- **c629 BC**: Kills her. Later that year, remarries.
- **c630 BC**: Kills her.
- **c631 BC**: Marries Marcella. She lasts about 2 months before he slits her throat. Over the next few years, does away with 3 more women in increasingly cruel ways as they prove themselves disloyal to him.
- **c637 BC**: Murders his eighth (somewhere between 6 and 8) wife. Becomes darklord of Blaustein (probably as an Island of Terror, but possibly not). Kills 12 more wives over the next century, including Lorel, who he blinds and rips out the tongue of her brother before killing them both.
- **c741 BC**: Blaustein joins the Sea of Sorrows (if it hasn’t already).
- **760 BC**: Present day.

### Powers Checks
- Caress (Betrayal and Violence: murdering his first wife: 32%; c625 BC): Sense Motive becomes a class skill.
- Enticement (Betrayal and Violence: murders his third wife increasingly sadistically: 16%; c630 BC): Discern lies.
- Invitation (Betrayal and Violence: murders his fourth wife Marcella: 8%; c631 BC): Charm person, detect thoughts.
- Embrace (Betrayal and Violence: murders his sixth wife sadistically: 4%; c636 BC): Immune to his wives’ powers.
- Creature (Betrayal and Violence: murders his eighth wife: 2%; c637 BC): Becomes darklord of Blaustein. Utter loyalty, master of the castle, murderous charisma.

### Base stats
**S 16 D 16 C 13 I 12 W 9 Ch 7** (high fantasy)
- **Racial**: Str +2 (caliban)
- **Levelling**: Str +1, Dex +1
- ** Favoured class**: skills
- **CR 10 (8 [levels] + 1 [PC-level treasure] + 1 [darklord abilities])**

### 760 BC (Current day stats)
- **CR 10**
- **XP 9,600**
- Male Caliban Fighter 9
- LE Medium Humanoid (crossbreed)
- **Init: +3 (Dex)**
- **Senses**: Lowlight vision, Perception +10

### Defense
- **AC 22**
- **Touch 14**
- **Flat-footed 19 (+3 Dex, +8 armour, +1 deflection)**
- **hp 63 (10 + 8d10 + 9)**
- **Fort +8, Ref +7, Will +3 (+2 vs charm, sleep)**
- **Bravery +2**
SR 15
Immune to negative levels

**Offense**
Spd 30 ft
Melee +3 mithral straight razor +20/+15 (1d4+12, crit 19+)
  +3 mithral straight razor +17/+12 (1d4+18, crit 19+ with Power Attack)
  +3 mithral straight razor +15/+10 (1d4+12 plus 1d4 bleed, crit 19+ with Bloody Assault)
  Unarmed strike +15/+10 (1d3+6 plus Intimidate)
Space/Reach: 5’/5’
S 19 (21)  D 17  C 13  I 12  W 9  Ch 12
BAB +9  CMB +14  CMD 28 (25)

**Feats**
Alertness, Betrayer, Bloody Assault, Enforcer, Persuasive, Power Attack, Quick Draw, Uncanny Alertness, Weapon Focus (dagger), Weapon Specialisation (dagger)

**Skills**
Bluff +10 (6), Climb +6 (0), Diplomacy +13 (7), Intimidate +14 (3), Knowledge (local) +5 (4), Perception +10 (8), Sense Motive +13 (8)

**Languages**
Blausteiner*, Mordentish

**Treasure**
(34,000 gp/45,000 gp)
Belt of giant strength +2, circlet of persuasion, ring of protection +1, cloak of resistance +1, +2 agile breastplate, +3 mithral straight razor.

**Special**
Ferocity
Intimidating
Weapon Training (light blades +2, close +1)
Armour Training 2
Bravery
*Discern lies, charm person* at will; *dream* to seduce wives
Utter loyalty
Master of the castle
Murderous Charisma
Sinkhole of evil
Domains of Dread

Daclaud Heinfroth (Dr. Dominiani) (Dominia)

Timeline
- **c596 BC**: Born in Gundarak.
- **c606 BC**: Watches his mother succumb to madness. Becomes obsessed with how insanity arises and can be treated.
- **c630 BC**: Begins to suffer from hallucinations, and so begins his experiments with cerebral fluid transfusions.
- **c633 BC**: Transfuses himself with cerebral fluid from one of Duke Gundar’s favourites, and becomes a cerebral vampire. Joins Gundar’s service.
- **735 BC**: Plots with Akriel Lukas to overthrow Harkon Lukas; he is also working with Gundar to betray Akriel.
- **736 BC**: Betrays Gundar, who is staked. Becomes darklord of Gundarak.
- **740 BC**: Becomes darklord of Dominia in the Grand Conjunction.
- **c748 BC**: Dominia joins the Sea of Sorrows.
- **750 BC**: Captures Rudolph van Richten and drives him insane (although he eventually gets away).
- **760 BC**: Present day.

Powers Checks
- **Caress** (Blasphemy: experiments with alchemy and madness: 16%; c630 BC): Madness.
- **Enticement** (Blasphemy and Violence: murders people to get cerebral fluid to prevent own madness: 16%; c633 BC): Becomes cerebral vampire.
- **Invitation** (Blasphemy and Violence: callous treatment of inmates in his asylum: 32%; c700 BC): Madness bomb.
- **Embrace** (Betrayal and Violence: plot to overthrow Harkon Lukas and then betray Akriel Lukas: 4%; 735 BC): Confusion touch.
- **Creature** (Betrayal: allows Gundar to be killed by adventurers: 16%; 736 BC): Becomes darklord of Gundarak.

Base stats
- **S 13 D 10 C 12 I 16 W 15 Ch 8** (high fantasy)
- Racial: Cha +2 (human)
- Levelling: Wis +2, Cha +1
- Aging: Middle aged
- Favoured class: skills
- CR 14 (11 [levels] + 2 [template] + 1 [PC-level treasure])

760 BC (Current day stats)
- **CR 14**
- **XP 38,400**
- Male Middle aged Human Mature Obyri (Cerebral Vampire) Alchemist (Mindchemist) 7
- Mesmerist 5
- CE Medium Undead (augmented humanoid)
- Init: +6 (Dex, feat) Senses: Darkvision 60 ft, Perception +32
Defense
AC 27 Touch 15     Flat-footed 24 (+2 Dex, +8 natural, +4 armour, +2 deflection, +1 dodge)
hp 112 (8 + 6d8 + 5d6 + 60), lunar healing
Fort +14, Ref +14, Will +13
Evasion
Mind shielding
Channel resistance +9
DR 10/magic and silver
Immune undead traits
Resist cold 10, electricity 10
Obryi weaknesses

Offense
Spd 40 ft
Melee Slam +11 (1d4+6 plus confusion)
Ranged Bomb +10/+5 (4d6+5 fire or 2d6+5 fire plus 1d4 Wis)
Space/Reach: 5'/5'
S 18     D 13 (15)     C -     I 21     W 20     Ch 18
BAB +7     CMB +11     CMD 26 (24)

Feats
Ability Focus (dominate), Alertness, Brew Potion, Combat Reflexes, Dodge, Enforcer, Hypnotism, Improved Initiative, Lightnight Reflexes, Persuasive, Rhetorical Flourish, Skill Focus (Heal), Spell Focus (Enchantment), Throw Anything, Toughness

Skills
Acrobatics +8 (6), Appraise +10 (2), Bluff +27 (12), Climb +10 (3), Craft (alchemy) +20 (12), Diplomacy +17 (8), Fly +8 (3), Handle Animal +10 (3), Heal +26 (12), Intimidate +23 (12), Knowledge (arcana) +15 (2), Knowledge (history) +15 (2), Knowledge (local) +17 (4), Knowledge (nature) +16 (3), Knowledge (nobility) +16 (3), Knowledge (religion) +15 (2), Linguistics +7 (2), Perception +32 (12), Sense Motive +32 (12), Sleight of Hand +11 (6), Stealth +16 (6).
Heal +4 to hypnotise with pocketwatch, +2 to cure/induce madness

Languages
Luktar*, Balok, Mordentish, Draconic, Darkonese, Vaasi, Sithican, Lamordian

Treasure
(81,000gp/108,000 gp)
Amulet of Natural Armour +2, Belt of Incredible Dexterity +2, Bracers of Armour +4, Cloak of Resistance +3, Ring of Evasion/Protection +2, Ring of Mind Shielding

Special
Bomb (12/day)
Cognatogen
Concentrate Poison
Fast Poisoning
Perfect Recall
Preserve Organs (25% immune to critical hits)
Swift Alchemy
Mesmeric Focus
Alter Perceptions
Diagnose Madness
Soothing Voice
Implant Spells
Shatter Psyche
Break Will
Cerebral Drain (1d4 Int, heal 5 hp)
Dominate (DC 22)
Children of the Night (2d6 wolves or 1d4+1 seagull swarms (as bat swarms))
Create Spawn
Change shape
Daylight Powerlessness
Lunar Healing
Gaseous Form
Restful Sleep
Spider Climb
Salient Ability: Immune to garlic, damaged by surgical alcohol not holy water
Confusion touch
Mastery +4
Sinkhole of evil

Spells
DC 15 + spell level (-1 for silent image)
4 5/day – hideous laughter, silent image, sleep, unnatural lust
2 3/day – calm emotions, hold person

Formulae
(6/4/2); DC 15 + spell level
1 – anticipate peril, bomber’s eye, comprehend languages, cure light wounds, disguise self, keen senses, polypurpose panacea, see alignment, true strike, identify, vocal alteration, detect undead
2 – acute senses, aid, blistering invective, blur, cure moderate wounds, detect thoughts, delay poison, invisibility, see invisibility, lesser restoration
3 – arcane sight, bloodhound, cure serious wounds, heroism, lightning lash bomb admixture, rage, seek thoughts, tongues
Domains of Dread

Easan the Mad (Vechor)

Timeline

- **c420 BC**: Born on Oerth in a small elven kingdom bordering the Land of Iuz.
- **565 BC**: Begins arguing in favour of going to war against Iuz before he can gain a foothold in the area. In retaliation, fiends kidnap Easan and pretend to place a fiend in him. He begins to go mad.
- **569 BC**: While relatively lucid, he travels to the island of Vechor. Mediation keeps the “fiend” dormant.
- **599 BC**: Cataclysm befalls Vechor; Easan is the only survivor. He flees far from civilisation and begins construction of a bizarre house.
- **600 BC**: Begins experimenting to determine the nature of the soul. Becomes the darklord of Vechor (without noticing for several months). Ahmi Vanjuko is also drawn into Barovia.
- **602 BC**: Ahmi Vanjuko finds himself in Vechor and falls victim to Easan’s experiments, eventually becoming a mechanical golem.
- **750 BC**: Vechor joins the Core.
- **760 BC**: Present day.

Powers Checks

- **Caress (Blasphemy: consorting with fiends: 8%; 565 BC)**: Madness.
- **Enticement (Black Magic: trying to get the fiend out: 16%; c567 BC)**: Becomes a wild mage.
- **Invitation (Blasphemy and Black Magic: more consorting with fiends to try to get the fiend out and uncover the nature of the soul: 16%; c569 BC)**: Gains fiendish template
- **Embrace (Betrayal, Black Magic and Violence: cataclysm of Vechor: 100%; 599 BC)**: Arcane mastery.
- **Creature (Black Magic and Blasphemy: experiments into the nature of the soul: 16%; 600 BC)**: Becomes darklord of Vechor.

Base stats

- S 10 D 16 C 11 I 17 W 10 Ch 7 (high fantasy)
- Racial: Dex +2, Int +2, Con -2
- Levelling: Int +3
- Favoured class: hp
- CR 16 (12 [levels] + 1 [template] + 1 [PC-level treasure] + 2 [darklord abilities])

760 BC (Current day stats)
- CR 16 XP 76,800
- Male Fiendish Elf Wizard (Wild Mage) 13
- CE Medium Humanoid (elf)
- Init: +4 (feat) Senses: Darkvision 60 ft, lowlight vision; Perception +13

Defense

- AC 21 Touch 17  Flat-footed 17 (+4 Dex, +3 armour, +1 natural, +3 deflection)
- hp 48 (6 +12d6 -13 +13), regeneration 5
- Fort +6, Ref +11, Will +11
- DR 10/good
- Immune sleep, elven immunities
- Resist cold 15, fire 15, acid 10
SR 18

**Offense**
Spd 30 ft.
Melee Masterwork dagger +7/+2 (1d4; crit 19+)
Ranged Ray +10
Special Attacks Smite good (1/day, +13 damage)
Space/Reach: 5’/5’
S 10  D 18  C 9  I 22  W 10  Ch 7
BAB +6  CMB +6  CMD 23 (19)

**Feats**
Augment Summoning, Craft Construct, Craft Magic Arms & Armour, Craft Wand, Craft Wondrous Item, Dazing Spell, Empower Spell, Intensified Spell, Scribe Scroll, Spell Focus (conjuration)

**Skills**
Bluff +8 (10), Craft (alchemy) +16 (7), Craft (clockwork) +11 (4), Fly +13 (6), Intimidate +9 (11), Knowledge (arcana) +19 (10), Knowledge (dungeoneering) +13 (4), Knowledge (engineering) +10 (1), Knowledge (geography) +10 (1), Knowledge (history) +10 (1), Knowledge (local) +14 (5), Knowledge (nature) +13 (4), Knowledge (planes) +15 (6), Knowledge (religion) +12 (3), Linguistics +10 (1), Perception +13 (11), Sense Motive +10 (10), Spellcraft +18 (9)

**Languages**
Vechorite*, Elven, Abyssal, Darkonese, Draconic, Infernal, Sithican, Sylvan, Vaasi

**Treasure**
(110,000 gp/140,000 gp)
Amulet of natural armour +1, bracers of armour +3, cloak of resistance +3, ring of protection +3/lesser acid resistance, iron flask

**Special**
Bonded object (ring)
Wild magic
Metamagic mastery (3/day)
Arcane mastery
Reality dominion
Regeneration
Detect thoughts
Mastery +1
Sinkhole of evil

**Spells Known**
DC = 16 + spell level; 17 + spell level for Conjuration; CL 15 for overcoming SR
At will – acid splash, arcane mark, bleed, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, haunted fey aspect, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, spark, touch of fatigue (all)
6/day – alter winds, animate rope, bungle, colour spray, disguise self, enlarge person, grease, interrogation, magic missile, memory lapse, obscuring mist, reduce person, silent image, sleep, summon monster I, touch of gracelessness, unseen servant
Domains of Dread

6/day – alter self, darkness, fog cloud, gust of wind, glitterdust, hideous laughter, hypnotic pattern, mad hallucination, minor image, mirror image, share memory, shatter, summon monster II, web

5/day – blink, dispel magic, fly, major image, marionette possession, phantom steed, rain of frogs, sleet storm, slow, stinking cloud, suggestion, summon monster III

5/day – agonise, black tentacles, confusion, crushing despair, curse of magic negation, hallucinatory terrain, ice storm, shadow conjuration, summon monster IV

4/day – baleful polymorph, break enchantment, dream, feeblemind, mirage arcana, nightmare, summon monster V, teleport

3/day – acid fog, control weather, mass suggestion, permanent image, summon monster VI

1/day – insanity, reverse gravity, summon monster VII
Frantisek Markov (Markovia)

Timeline

675 BC  Born in Vallaki in Barovia.
698 BC  Butchers his wife Ludmilla and is driven into the Mists. Becomes darklord of Markovia.
740 BC  Markovia is transplanted to the Sea of Sorrows following the Great Upheaval and presumed destroyed.
743 BC  A lost merchant vessel sailing out of Ludendorf re-discovers Markovia. The name sticks given the number of weird beasts found on the island.
748 BC  Lamordian explorers attempt to settle the island now known as Markovia, but the colonists vanish.
749 BC  The Sunset Empires is lost at sea. Akanga leads a rebellion against Markov.
760 BC  Present day.

Powers Checks

- Caress (Violence: torture of animals: 8%; c687 BC): Xenophobia
- Enticement (Blasphemy and Violence: vivisects animals: 16%; c695 BC): Dex +2 (later taken over by beast shape bonuses)
  - Invitation (Blasphemy: starts selling the meat in his butchers shop: 2%; c696 BC):
    - Level +1
  - Embrace (Blasphemy and Violence: starts trying to build monsters through vivisection: 16%; c697 BC): Becomes an alchemist, not an expert.

Base stats

S 14 D 15 C 14 I 14 W 10 Ch 8 (high fantasy)
Racial: Int +2 (human)
Levelling: Int +2
Powers Checks: Str +2 (Medium beast shape)
Favoured class: skills
CR 8 (7 [levels] + 1 [darklord abilities])

760 BC (Current day stats)

CR 8 XP 4,800
Male Human Alchemist (Vivisectionist) 8
LE Medium Humanoid (human, shapechanger) [Medium ape form]
Init: +2 (Dex) Senses: Perception +11

Defense

AC 14 Touch 12 Flat-footed 12 (+2 Dex, +2 natural)
hp 55 (8 + 7d8 + 16)
Fort +9, Ref +9, Will +3 (+6 against poison)

Offense

Spd 30 ft, climb 30 ft
Melee 2 slams +10 (1d4+4 plus sneak +4d6; sneak +8d6+16 nonlethal)
  2 slams +8 (1d4+8 plus sneak +4d6 with Power Attack)
Space/Reach: 5'/5'
S 14 (16) D 15 C 14 I 18 W 10 Ch 8
BAB +6   CMB +9   CMD 21 (19)

**Feats**
- Bludgeoner
- Brew Potion
- Power Attack
- Sap Adept
- Sap Master
- Skill Focus (Knowledge (nature))
- Throw Anything

**Skills**
- Bluff +7 (8)
- Climb +16 (5)
- Craft (alchemy) +15 (8)
- Fly +7 (2)
- Handle Animal +7 (8)
- Heal +18 (0)
- Intimidate +7 (8)
- Knowledge (arcana) +8 (1)
- Knowledge (local) +8 (4)
- Knowledge (nature) +18 (8)
- Perception +11 (8)
- Sense Motive +8 (8)
- Stealth +7 (5)
- Survival +8 (5)
- Swim +5 (2)

**Languages**
- Balok*.
- Darkonese
- Mordentish
- Tepestani
- Vaasi

**Treasure**
- (7,800 gp)
- Cloak of resistance +1, amulet of mighty fists +1, lots and lots of potions

**Special**
- Bottled Ooze
- Combine Extracts
- Enhance Potion (4/day)
- Fast Poisoning (swift action)
- Poison Use
- Mutagen (DC 18)
- Swift Alchemy
- Spontaneous Healing (20/day)
- Throw Anything (+1 to hit with thrown splash weapons)
- Sneak Attack +4d6
- Torturous Transformation
- Craft monsters
- Thousand Forms
- Sinkhole of evil

**Formulae**
- (5/5/3); DC 14 + spell level
  1. deathwatch, cure light wounds, enlarge person, keen senses, reduce person, polypurpose panacea, anticipate peril, expeditious retreat, jump, negate aroma, stone fist, touch of the sea
  2. anthropomorphic animal, bull’s strength, bear’s endurance, cat’s grace, cure moderate wounds, acute senses, alchemical allocation, animal aspect, fox’s cunning, darkvision, see invisibility, lesser restoration
  3. awaken, baleful polymorph, rage, cure serious wounds, remove disease, water breathing, amplify elixir, bloodhound, greater animal aspect, remove blindness/deafness
The Lady of Ravens
(The Isle of Ravens)

Timeline

? BC  Born on the Prime Material Plane to a degenerate line of in-bred sorcerers. In her late teens she falls in love with a soldier, who goes away to war for 2 years. When he returns and loves another, she kills them both with her ravens and becomes darklord of the Isle of Ravens. At latest, 710 BC; perhaps as early as 540 BC.

750 BC  The Isle of Ravens joins the Nocturnal Sea.

752 BC  The Lady gives Felauragoth to Babette l’Jeunese, who loses it.

760 BC  Present day.

Powers Checks

Caress (Black Magic: torments the servants: 8%): Becomes summoner, not sorcerer.
The ravens start speaking to her.

Enticement (Black Magic: punishing people out of spite and pyschopathy: 4%): Mastery.

Invitation (Blasphemy and Black Magic: consorting with fiends to try to find info about beloved: 32%): Control ravens.

Embrace (Black Magic and Violence: murdering her beloved’s fiance: 32%): Circe’s eye.

Creature (Black Magic and Violence: murdering her beloved: 32%): Becomes darklord of the Isle of Ravens.

Base stats

S 8 D 13 C 15 I 12 W 13 Ch 15 (high fantasy)
Racial: Cha +2
Levelling: Cha +4
Aging: Middle aged
Favoured class: Skills
CR 18 (17 [levels] + 1 [darklord abilities])

760 BC (Current day stats)
CR 18  XP 153,600
Female Middle aged Human Summoner (Wild caller/Broodmaster) 18
NE Medium Humanoid (Human)
Init: +7 (Dex, feat)  Senses: Bond senses (18 rds/day); Perception +14
Defense
AC 21  Touch 16  Flat-footed 18 (+3 Dex, +5 armour, +3 deflection)
hp 156 (8 +17d8 +36 +36)
Fort +14, Ref +13, Will +17
Greater Shield Ally (+4 AC/saves, +2 for allies)
Life bond
Offense
Spd 30 ft.
Melee Masterwork dagger +12/+7/+2 (1d4-2; crit 19+)
Ranged Ray +16
Domains of Dread

Space/Reach: 5'/5'
S 7  D 12 (16)  C 14 (18)  I 13  W 14  Ch 22 (28)
BAB +13  CMB +11  CMD 27 (24)

Feats
Eschew Materials, Augment Summoning, Arcane Blast, Destructive Dispel, Extend Spell, Improved Initiative, Quicken Spell, Spell Focus (conjuration), Spell Penetration, Still Spell

Skills
Bluff +15 (6), Diplomacy +15 (6), Fly +14 (8), Intimidate +16 (7), Knowledge (arcana) +13 (9), Knowledge (local) +12 (8), Knowledge (nature) +11 (7), Knowledge (nobility) +8 (4), Knowledge (planes) +13 (9), Perception +14 (12), Spellcraft +15 (11), Use Magic Device +15 (3)

Languages
Draconic*, permanent tongues

Treasure
(246,000 gp/315,000 gp—level 16 equivalent)
Belt of physical might (Dex, Con) +4, crystal ball of telepathy, headband of Charisma +6, ring of protection +3, black robe of the archmagi, permanent tongues

Special
Eidolon Link
Greater Aspect
Life Bond
Life Link
Transposition (4/day)
Merge Form (18 rds/day)
Share Spells
Summon Nature’s Ally I to IX (12/day)
Circe’s eye (1/day, DC 28; Cha based)
Control ravens
Undying soul
Mastery +9
Sinkhole of evil

The Seven Ravens (Eidolon)
NE Small Outsider
Init +5 (Dex); Senses darkvision 60 ft; Perception +8
AC 20, touch 20, flat-footed 11 (+5 Dex, +1 size, +4 natural)
Hp 15 (10 +1d10)
Fort +9,  Ref +14,  Will +4 (+4 vs Ench)
Improved evasion
Speed 40 ft, fly 40 ft (good)
Melee bite +16/+11 (1d4+1)
Space 5 ft.; Reach 5 ft.
S 13  D 20  C 11  I 7  W 10  Ch 11
BAB +14  CMB +14  CMD 29 (33 against trip) (24)
Flyby attack, Multiattack; Fly +15 (1), Perception +8 (5), Stealth +13 (1)
Spells Known
DC = 19 + spell level; 20 + spell level for Conjuration; CL 18; +4 for overcoming SR
At will—acid splash, arcane mark, detect magic, guidance, mage hand
8/day—grease, feather fall, lesser rejuvenate eidolon, shield, summon monster I, unseen servant
7/day—invisibility, resist energy, protection from arrows, summon eidolon, summon monster II, summon swarm
7/day—black tentacles, charm monster, dispel magic, magic circle against evil, mass enlarge person, mad monkeys
7/day—baleful polymorph, hold monster, insect plague, magic jar, teleport
6/day—ethereal jaunt, greater dispel magic, planar binding, spell turning
4/day—binding, dominate monster, eagle aerie, mass charm monster
Domains of Dread

Lyron Evensong (Liffe)

Timeline
709 BC  Born on Prime Material Krynn.
738 BC  Becomes darklord of Claveria.
741 BC  Slain by adventurers, but the remains of his domain begin accreting other near-dead domains, forming Liffe.
750 BC  Liffe joins the Core.
760 BC  Present day.

Powers Checks
Caress (Blasphemy: deciding all people are misguided fools: 2%; c725 BC): Dex +2, xenophobia.
Enticement (Betrayal and Violence: burning down people’s houses to free them from attachments: 8%; c729 BC): Con +2
Invitation (Violence: murder to free people from attachment: 32%; c731 BC): Str +2
Embrace (Black Magic: mind control: 16%; c736 BC): Int +2
Creature (Black Magic and Blasphemy: creation of phylactery to share his soul with everyone: 16%; 738 BC): Becomes darklord of Claveria. Phylactery, incorporeal, fast healing.

Base stats
S 14 D 13 C 13 I 12 W 12 Ch 14 (high fantasy)
Racial: Cha +2 (human)
Levelling: Cha +3
Powers Checks: Str, Dex, Con, Int +2
Favoured class: skills
CR 14 (11 [levels] + 1 [PC-level treasure] + 2 [darklord abilities])

760 BC (Current day stats)
CR 14  XP 38,400
Male Human Bard 12
NE Medium Humanoid (human, incorporeal)
Init: +4 (Dex) Senses: Perception +14

Defense
AC 23 Touch 17  Flat-footed 18 (+4 Dex, +6 armour, +1 dodge, +2 deflection)
hp 81 (8 + 11d8 + 24), fast healing 1
Fort +8, Ref +14, Will +11

Offense
Spd 30 ft
Melee +2 rapier +15/+10 (1d6+5; crit 18+)
Space/Reach: 5’/5’
S 16  D 15 (19)  C 15  I 14  W 12  Ch 19 (23)
BAB +9  CMB +12  CMD 29 (24)

Feats
Arcane Strike, Dodge, Improved Counterspell, Lingering Performance, Skill Focus (Perform (Keyboard Instruments)), Spell Focus (Enchantment), Weapon Finesse
Skills
Appraise +14 (9), Bluff +21 (3), Craft (carpentry) +8 (3), Diplomacy +27 (1), Disguise +21 (3), Intimidate +27 (1), Linguistics +11 (6), Knowledge (arcana) +13 (2), Knowledge (geography) +12 (1), Knowledge (history) +12 (1), Knowledge (local) +14 (3), Knowledge (nature) +12 (1), Knowledge (nobility) +14 (3), Knowledge (religion) +12 (1), Perception +14 (10), Perform (act) +21 (12), Perform (keyboard instruments) +27 (12), Perform (oratory) +21 (12), Ride +8 (5), Sense Motive +21 (5), Sleight of Hand +11 (5), Spellcraft +14 (9), Stealth +11 (5), Use Magic Device +16 (7)

Languages
Sithican®, Darkonese, Draconic, Vaasi, Graben, Elven, Halfling, Sylvan, Dwarven, Gnome, Giant

Treasure
(77,000 gp/108,000 gp)
Chain shirt +2, rapier +2, belt of Dexterity +4, cape of the mountebank/resistance +2, doomharp piano, headband of Charisma +4, ring of protection +2

Special
Bardic Performance (move action, 32 rds/day)
  Countersong
  Dirge of Doom (increased range with doomharp)
  Distraction
  Fascinate (DC 22)
  Inspire Competence +4
  Inspire Courage +3
  Inspire Greatness (2 allies)
  Soothing Performance
  Suggestion (DC 22)
Bardic Knowledge +6
Jack of All Trades
Lore Master (2/day)
Versatile Performance
Well Versed
Phylactery
Incorporeal form
Fast healing
Mastery +6
Sinkhole of evil

Spells
DC 16 + spell level; 17 + spell level for Enchantment
  At will – detect magic, ghost sound, mending, message, prestidigitation, read magic
  7/day – disguise self, hideous laughter, charm person, grease, expeditious retreat, obscure object
  7/day – hypnotic pattern, tongues, hold person, allegro, oppressive boredom
  5/day – haste, glibness, crushing despair, slow
  4/day – virtuoso performance, modify memory, dominate person, utter contempt
Meredoth (The Nocturnal Sea)

Timeline

- **c600 BC**: Born in Alphatia in Mystara.
- **633 BC**: Granted a barony in Norwold and quickly becomes annoyed by how much time is spent on the petty concerns of his vassals.
- **635 BC**: Poisons all his vassals and turns them into intelligent zombies in the middle of a brutal winter. Becomes the darklord of Nebligtode (potentially in the Sea of Sorrows, but more likely to be an Island).
- **642 BC**: Poisons the entire Graben family and turns them into lebendtod.
- **734 BC**: Captain Garvyn breaks his oath to return bodies to the Graben crypts and the Endurance becomes a Ship of Horror in Meredoth’s service.
- **737 BC**: Killed by adventurers; returns thanks to prepared clones.
- **750 BC**: Nebligtode becomes the Nocturnal Sea.
- **760 BC**: Present day.

Powers Checks

- **Caress** (Violence: poison: 4%; c620 BC): Cha -2.
- **Enticement** (Black Magic: necromancy: 4%; c625 BC): Bonus feat: Undead Master (later replaced by Cold One)
- **Invitation** (Black Magic and Violence: removing rivals: 16%; c630 BC): Sense intruders.
- **Embrace** (Black Magic: experimenting on some of his vassals to create lebendtod: 16%; c634 BC): Carrion collector.
- **Creature** (Black Magic, Betrayal and Blasphemy: poisoning all of his vassals and raising them from the dead: 100%; 635 BC): Becomes darklord of Nebligtode.

Base stats

- **S 10 D 13 C 12 I 18 W 12 Ch 7 (high fantasy)**
- **Racial**: Int +2 (human)
- **Levelling**: Int +5
- **Aging**: Old
- **Favoured class**: skills
- **CR 22 (19 [levels] + 1 [PC-level treasure] + 2 [darklord abilities])**

760 BC (Current day stats)

- **CR 22**
- **XP 614,400**
- **Male Old Human Necromancer 20**
- **CE Medium Humanoid (Human)**
- **Init**: +2 (Dex)
- **Senses**: Darkvision 60 ft, arcane sight, see invisibility, life sight (20 rds/day); Perception +21

Defense

- **AC 26**
- **Touch 16**
- **Flat-footed 24 (+2 Dex, +6 armour, +4 natural, +4 deflection)**
- **hp 92 (6 +19d6 +20)**
- **Fort +12, Ref +13, Will +18**
- **Immune disease, poison, gas attacks, hp loss from bleeding**
- **Resist cold 20, electricity 10**
- **SR 20**
- **Spell turning**
Minor displacement

**Offense**
Spd 30 ft.
Melee Masterwork dagger +11/+6 (1d4; crit 19+)
   Rod of withering +7/+2 touch (1d4 Str and 1d4 Con)
Ranged Ray +12
Space/Reach: 5'/5'
BAB +10   CMB +10   CMD 26 (24)

**Feats**
Arcane Blast, Combat Casting, Craft Construct, Craft Magic Arms & Armour, Craft Rod, Craft Wand, Craft Wondrous Item, Enlarge Spell, Extend Spell, Forge Ring, Heighten Spell, Maximize Spell, Quicken Spell, Rime Spell, Scribe Scroll, Spell Focus (necromancy), Cold One (B), Command Undead (B)

**Skills**
Appraise +14 (1), Bluff +8 (10), Craft (alchemy) +26 (13), Craft (blacksmith) +16 (5), Craft (sculpture) +22 (10), Escape Artist +22 (20), Fly +18 (13), Heal +11 (10), Intimidate +13 (15), Knowledge (arcana) +33 (5; 20 from headband), Knowledge (dungeoneering) +15 (2), Knowledge (engineering) +15 (2), Knowledge (geography) +15 (2), Knowledge (history) +15 (2), Knowledge (local) +15 (2), Knowledge (nature) +23 (10), Knowledge (planes) +23 (10), Knowledge (religion) +33 (10; 20 from headband), Linguistics +14 (1), Perception +21 (20), Sense Motive +11 (10), Spellcraft +33 (20), Stealth +17 (10), Survival +11 (10), Swim +10 (10), Use Magic Device +15 (17)

**Languages**
Grabenite*, Aquan, Auran, Balok, Elven, Abyssal, Darkonese, Draconic, Infernal, Sithican, Vaasi, permanent *tongues*

**Treasure**
(660,000 gp/880,000 gp)
Amulet of natural armour +4/hand of glory/necklace of adaptation/periapt of health/proof against poison/wound closure/scarab of protection, belt of physical perfection +4, boots of the winterlands, bracers of armour +6, broom of flying, cloak of elvenkind/minor displacement/resistance +5, crystal ball of true seeing, headband of vast intelligence +4/Wis +2, rods: Quicken, Reach, Absorption, Flame Extinguishing, Withering, ring of spell turning/major cold resistance/minor electricity resistance, ring of freedom of movement/protection +4, ring of wizardry I and II/evasion, staff of frost and necromancy
Permanent *tongues, arcane sight, darkvision, see invisibility*
2 snow golems, 1 bone golem, 1 zombie golem

**Special**
Bonded object (staff)
Command Undead (12/day) (DC 18)
Grave touch (12/day)
Arcane mastery
Master of storms
Undead truce
Carrion collector
Sense intruders
Sinkhole of evil
Spells Known
Opposition schools: Enchantment, Illusion
(4/10+1/10+1/6+1/5+1/5+1/5+1/5+1/4+1/4) + spell level; 20 + spell level for Necromancy

Knows all the spells in the Core Rules, Domains of Dread, those regarding constructs from later books, plus those he has created: greater shrink item, shrink construct, transmute snow to stone, transmute stone to snow
Pieter van Riese
(The Sea of Sorrows)

Timeline
577 BC  Born on Prime Material Plane.
590 BC  Becomes cabin boy after stowing away and first hears of the northwest passage.
599 BC  Works his way up to be boatswain’s mate.
613 BC  Buys the Relentless and begins searching for the northwest passage.
630 BC  Makes his dark bargain and becomes darklord of the Sea of Sorrows. At the moment, it borders only Mordent and Darkon. Van Riese begins exploring his new home.
c637-741 BC  Somewhere in this very large range, Blaustein joins the Sea of Sorrows.
683 BC  Lamordia is formed.
686 BC  The Isle of Demise joins the Core.
c705 BC  Ghastria joins the Sea of Sorrows.
707 BC  Dementlieu is formed.
740 BC  Markovia is transplanted from the centre of the Core to the Sea.
c748 BC  Dominia joins the Sea of Sorrows.
760 BC  Present day.

Powers Checks
Caress (Violence: brutality as boatswain: 4%; 613 BC): Xenophobia. Becomes able to buy the Relentless.
Invitation (Violence: more brutality: 4%; c623 BC): +1 level
Embrace (Betrayal and Violence: murders crew spokesman: 16%; 630 BC): +1 level
Creature (Blasphemy: dark pact to escape the storm: 32%; 630 BC): Becomes darklord of the Sea of Sorrows and a ghost.

Base stats
S 14 D 16 C 15 I 13 W 9 Ch 7 (high fantasy)
Racial: Str +2 (human)
Levelling: Str +3
Aging: Middle aged
Favoured class: skills
CR 19 (13 [levels] + 5 [template] + 1 [PC-level treasure])

760 BC (Current day stats)
CR 19  XP 204,800
Male Middle aged Human Fifth Magnitude Ghost Fighter (Unbreakable) 10/Horizon Walker 4
NE Medium Undead (Augmented Humanoid)
Init: +2 (Dex) Senses: Darkvision 60 ft, Perception +35
Defense [Corporeal]
AC 20 Touch 14  Flat-footed 18 (+2 Dex, +6 armour, +2 deflection)
hp 151 (10 + 13d10 + 70)
Fort +13, Ref +8, Will +9
Resist cold 20
DR 5/magic and silver
Channel resistance +9
Rejuvenation
Immune undead traits
Stalwart
Offense
Spd 30 ft
Melee +3 duelling, vicious, wounding whip +22/+17/+12 (1d3+7 plus Dazzling Display, Shatter Defenses)  
+1 heavy mace +19/+14/+9 (1d8+5)
Melee +18/+13/+8
Ranged Pistol +16 (1d8, crit x4, touch, plus Point Blank Shot)
Ranged Pistol +12 (1d8+8, crit x4, touch, plus Point Blank Shot)
Space/Reach: 5'/5'

Defense [Incorporeal]
AC 17 Touch 17  Flat-footed 17 (+2 Dex, +5 deflection)
hp 151 (10 + 13d10 + 70)
Fort +16, Ref +8, Will +9
Resist cold 20
Stalwart
DR 5/magic and silver
Channel resistance +9
Rejuvenation
Immune undead traits
Immune critical hits, precision damage
Incorporeal
Offense
Spd Fly 30 ft (perfect)
Melee Incorporeal touch +16/+11/+6 (2d6 plus 3 negative levels (DC 22))
Space/Reach: 5'/5'

S - (18)  D 15  C -  I 14  W 10 (12)  Ch 18 (20)
BAB +14  CMB +16 (+18 corporeal)  CMD 31 (29) incorporeal; 32 (30) corporeal

Feats
Dazzling Display (whip), Deadly Aim, Diehard, Endurance, Enforcer, Exotic Weapon Proficiency (whip), Heroic Defiance (1/day), Heroic Recovery (2/day), Improved Iron Will (1/day), Intimidating Prowess, Iron Will, Point Blank Shot, Sea Legs, Shatter Defenses (whip), Skilled Driver (water), Weapon Focus (whip), Whip Mastery

Skills
Acrobatics +15 (11), Appraise +6 (4), Climb +10 (1), Intimidate +21 (11), Knowledge (geography) +20 (9), Knowledge (history) +8 (6), Knowledge (nature) +14 (9), Perception +35 (14), Profession (sailor) +18 (+22 to steer ships) (14), Sense Motive +7 (6), Stealth +8 (0), Survival +20 (10), Swim +14 (1)
Languages
Mordentish*, Lamordian, Ghastrian

Treasure
(139,000gp/185,000 gp)
+1 mace, +2 armoured coat, +3 dueling vicious wounding whip, minor cloak of displacement/resistance +2, headband of Wis and Cha +2, ring of protection +2

Special
Armour Training 2
Diehard
Endurance
Stalwart (partial saves have no effect)
Unflinching +3
Terrain Dominance (cold)
Terrain Mastery (cold, water)
Terrains (water +6, cold +2, urban +2) – water bonuses included
Chill touch (2d6 damage plus 3 negative levels)
Mutable
Dominate gaze
Frightful moan (except it is visual, not sonic; paralysed with fear while the Relentless is in sight on the sea)
Summon the dead (2d4 bowlyn)
Spell-like abilities (obscuring mist, haunting mists, fog cloud, solid fog, shadow conjuration)
Misfortune (seeing the Relentless at sea)
DR 5/magic and silver
Mastery +7
Sinkhole of evil
Domains of Dread

Stezen d’Polarno (Ghastria)

Timeline
- **c548 BC**: Born in Prime Material Ghastria.
- **c583 BC**: His soul is stolen and trapped in a painting.
- **c584 BC**: Murders King Oderic’s entire court at feast and becomes darklord of Ghastria (currently an Island of Terror).
- **c705 BC**: Ghastria joins the Sea of Sorrows.
- **760 BC**: Present day.

Powers Checks
- Caress (Betrayal: exploiting the poor: 4%; c568 BC): Bluff becomes a class skill.
- Enticement (Violence: murder to protect his reputation: 16%; c573 BC): Poison Use
- Invitation (Violence: political assassination: 16%; c578 BC): Cha +2
- Embrace (Betrayal: causing chaos during famine: 8%; c583 BC): Cursed with portrait.
- Joyless. Regeneration.

Base stats

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Racial: Cha +2 (human)
Levelling: Str +1, Dex +1
Favoured class: skills
CR 12 (9 [levels] + 1 [PC-level treasure] + 2 [darklord abilities])

760 BC (Current day stats)

CR 12 XP 19,200
Male Human Fighter 10
NE/CE Medium Humanoid (Human)
Init: +7 (Dex, magic) Senses: Perception +10

Defense

AC 22 Touch 14
- Flat-footed 18 (+3 Dex, +8 armour, +1 dodge plus Combat Expertise +3)
- hp 69 (10 + 9d10 + 10)
- Fort +8, Ref +6, Will +3
- Bravery +3
- Regeneration 5
- Immune to aging

Offense

Spd 30 ft
- Melee +1 duelling keen rapier +17/+12 (1d6+10, crit 15+ plus critical focus)
- +1 duelling keen rapier +14/+9 (1d6+16, crit 15+ with Power Attack)
- +1 duelling keen rapier +15/+10 (1d6+10, crit 15+; can feint in place of first attack)
- and dagger +14 (1d4+7, crit 19+)
- Melee +13
- Ranged Dagger +16 (1d4+7, crit 19+)

Space/Reach: 5’/5’
Domains of Dread

S 14 (16)  D 16  C 12  I 14  W 10  Ch 17
BAB +10  CMB +13  CMD 27 (23) (33 vs disarm, 29 vs feint, 31 vs sunder)

Feats
Combat Expertise, Combat Reflexes, Critical Focus, Deceitful, Dodge, Double Slice, Improved Feint, Power Attack, Two-Weapon Feint, Two Weapon Fighting, Weapon Focus (rapier), Weapon Specialisation (rapier)

Skills
Bluff +17 (9), Craft (painting) +9 (4), Diplomacy +11 (8), Disguise +5 (0), Intimidate +11 (5), Knowledge (nobility) +5 (3), Perception +10 (10), Ride +9 (4), Sense Motive +10 (10), Stealth +9 (7)
Joyless: Diplomacy -10, Bluff -10

Languages
Ghastrian*, Draconic, Mordentish

Treasure
(46,000 gp/62,000 gp)
Duelling keen rapier +1, agile breastplate +2, masterwork dagger, belt of giant strength +2, gloves of duelling.

Special
Weapon Training (light blades +2, bows +1)
Armour Training 2
Bravery
Poison Use
Painting: Regeneration 5
  Immune to aging
  Drain life
  Joyless
Sinkhole of evil
**Domains of Dread**

**Virundus (The Drowning Deep)**

**Timeline**
- 600 BC? Virundus attempts to become a god and becomes darklord of the Drowning Deep.
- 750 BC The Drowning Deep joins the Nocturnal Sea.
- 760 BC Present day.

**Powers Checks**
Whatever effects he had before his transformation were lost.
- Caress (Violence: war crimes: 16%):
- Enticement (Violence: sacrifice of captives after war: 32%):
- Invitation (Blasphemy: desecrates the shrine of Oceanus: 16%):
- Embrace (Blasphemy: supplants the worship of Oceanus with this own: 32%):
- Creature (Blasphemy, Violence and Black Magic: attempts to become a god on the back of grotesque slaughter: 100%; 600 BC?): Becomes an aberration and darklord of the Drowning Deep.

**Base stats**

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**760 BC (Current day stats)**
- CR 21 XP 409,600
- Male Unique Aberration
- NE Colossal Aberration (aquatic)
- Init: +2 (Dex, feat) Senses: Blindsight 30 ft, darkvision 120 ft; Perception +35

**Defense**
- AC 30 Touch 0 Flat-footed 30 (-2 Dex, -8 size, +30 natural)
- hp 503 (8 + 39d8 + 320)
- Fort +21, Ref +11, Will +26
- Immune fire, acid
- Regeneration 10
- SR 32

**Offense**
- Spd 0 ft.
- Melee 2 tentacles +33 (2d8+10 plus grab; crit 19+) and 2 slams +30 (2d8+10 plus poison) and 1 bite +30 (4d6+10 plus swallow whole) plus feats
- Special Attacks constrict (2d8+10), swallow whole (4d6 bludgeoning damage plus 4d6 acid damage, AC 25, 50 hp)
- Space/Reach: 30’/20’ (120’ with tentacles)

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<td>+48 (+52 grapple)</td>
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<td>CMD</td>
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</table>
Feats

Skills
Intimidate +46 (24), Knowledge (arcana) +26 (24), Knowledge (history) +26 (24), Knowledge (nature) +26 (24), Knowledge (planes) +26 (24), Knowledge (religion) +29 (24), Perception +35 (24), Sense Motive +32 (24), Spellcraft +29 (24), Swim +37 (24)

Languages
Xalote*, Aquan, Draconic, telepathy

Treasure
Permanent tongues, telepathy

Special
Constrict
Poison (DC 38; 1d2 Str and 1d2 Con)
Ink cloud
Abyssal taint
Master of the deep
Mask of the past
Hunger
Blood frenzy
Mastery +5
Sinkhole of evil

Spell-like Abilities
CL 20th
At will—light, water breathing
Chapter Three:
The Lords of the Clusters
Domains of Dread

Ankhtepot (Har’Akir)  
(The Amber Wastes)

Timeline
- c495 BC: Born in the Black Land.
- 551 BC: Murdered in his sleep by his priests; remains aware as he is mummified. Becomes darklord of Har’Akir. The first awakening. Likely awakens every 30 years or so. His fourth son is Khamose, who becomes Pharaoh and marries Tiyet.
- 738 BC: Senmet’s coup fails; Ankhtepot awakens for the seventh time.
- 746 BC: The Amber Wastes form.
- 760 BC: Present day.

Powers Checks
- Caress (Blasphemy and Violence: evil experiments on slaves: 8%; c540 BC): The Black Land is cursed. Loses ability to transform into an eagle.
- Enticement (Blasphemy: razes the temples of Ra: 100%; c550 BC): Improved natural armour. Loses other cleric powers?
- Invitation (Blasphemy: curses Ra to his face: 64%; c550 BC): Cursed by Ra. Disease touch.

Base stats
- S 12  D 12  C 10  I 11  W 16  Ch 14 (high fantasy)
- Racial: Wis +2 (human)
- Levelling: Wis +3
- Aging: Old
- Favoured class: hp
- CR 20 (14 [levels] + 5 [template] + 1 [darklord abilities])

760 BC (Current day stats)
- CR 20  XP 307,200
- Male Old Human Cleric of Ra 15 Rank Five Ancient Dead
- CE Medium Undead (augmented humanoid, human)
- Init: +7 (Dex, feat)  Senses: Darkvision 60 ft; Perception +27
- Aura: despair (60 ft, DC 33), faithless (30 ft, +4 channel resistance), chaos, evil

Defense
- AC 39 Touch 16  Flat-footed 36 (+3 Dex, +20 natural, +3 deflection)
- hp 176 (8 +14d8 +15 +90), fast healing 5
- Fort +11, Ref +10, Will +22
- Resist electricity 20, fire 20, acid 10
- Immune cold
- DR 5/-
- Resist blows
- Rejuvenation
- SR 22
Domains of Dread

Channel resistance +21

**Offense**
Spd 30 ft.
Melee +20 slam (2d6+20 plus disease)
Ranged +14
Space/Reach: 5’/5’
S 21  D 17  C  17  I 17  W 33  Ch 22
BAB +11  CMB +16  CMD 32 (29)

**Feats**
Combat Casting, Combat Reflexes, Command Undead (DC 23), Destructive Dispel, Divine Interference, Improved Initiative, Piercing Spell, Quicken Spell, Scribe Scroll

**Skills**
Bluff +9 (0), Diplomacy +13 (1), Fly +8 (2), Intimidate +24 (12), Knowledge (arcana) +16 (10), Knowledge (history) +16 (10), Knowledge (nature) +10 (7), Knowledge (nobility) +10 (4), Knowledge (planes) +15 (9), Knowledge (religion) +15 (9), Linguistics +12 (6), Perception +27 (5), Sense Motive +16 (2), Spellcraft +18 (12), Stealth +15 (1)

**Languages**
Akiri*, Abyssal, Auran, Celestial, Draconic, Ignan, Infernal, Terran

**Treasure**
(159,000 gp)
Amulet of mighty fists +4/natural armour +3, circlet of persuasion/major crown of blasting/medallion of thoughts, ring of protection +3, cloak of resistance +2

**Special**
Channel negative energy (9/day, 8d6, DC 23)
Fire bolt/lightning arc (14/day each, 1d6+7 damage, 30 ft ranged touch attack)
Spontaneous casting
Resist blows
Rejuvenation
Despair (60 ft, paralysed 1d4 rds)
Disease (DC 33; 1d6 Cha drain, 1d3 Str drain, 1d3 Con drain, plus nauseated if stressed; DC 20 caster level check to heal afflicted, no natural healing, requires remove curse plus 1 remove disease per day of infection, all cast in one day to remove)
Spell resistance 22
Create spawn (mummify alive those afflicted with disease)
Curse of vengeance (+9 to curses)
Fast healing 5
Faithless (+4)
Divine wrath
Vengeance
Terrifying (2)
Onslaught (2)
Deathbringer (3)
Improved natural armour (4)
Overwhelming despair
Become human
Mastery +6
Sinkhole of evil

Spell-like Abilities
DC 21 + spell level; CL 15
1/day – daylight, flame strike, sunbeam

Typical Spells
Domains: Air, Fire
DC 21 + spell level
0 – resistance, read magic, light, detect magic
1 – shield of faith, divine favour, bane, cause fear, command, doom, sanctuary, obscuring mist
2 – resist energy, wind wall, desecrate, aid, darkness, shard of chaos, spiritual weapon (2)
3 – searing light, gaseous form, magic circle against good, animate dead, contagion, dispel magic, blindness/deafness, deadly juggernaut
4 – poison, divine power, wall of fire, air walk, debilitating portent, summon monster IV (2)
5 – righteous might, flame strike, greater command, mass inflict light wounds, insect plague, control winds, reprobation
6 – greater dispel magic, harm, blade barrier, chain lightning, dust form, epidemic
7 – elemental body IV, control weather, blasphemy, summon monster VII (2)
8 – earthquake, fire storm, whirlwind

Ankhtepot (human form)
CR 1/2
Male Human Aristocrat 1
CE Medium Humanoid (human)
Init +5; Senses: Perception +8
AC 14, touch 14, flat-footed 13 (+1 Dex, +3 deflection)
hp 8 (1d8)
Fort +0, Ref +1, Will +6
Spd 30 ft.
Melee Unarmed Strike +1 (1d3+1/20/x2)
Str 12, Dex 12, Con 10, Int 11, Wis 18, Cha 14
Base Atk +0; CMB +1; CMD 15
Improved Initiative, Combat Reflexes; Diplomacy +6 (1), Intimidate +6 (1), Knowledge (arcana) +4 (1), Knowledge (history) +13 (1 plus bonus), Knowledge (nature) +10 (1 plus bonus), Knowledge (nobility) +7 (1 plus bonus), Knowledge (planes) +4 (1), Knowledge (religion) +12 (1 plus bonus), Linguistics +9 (1 plus bonus), Perception +8 (1), Sense Motive +8 (1), Stealth +2 (1); Akiri*, Abyssal, Celestial, Common, Draconic, Ignan, Infernal, Terran
Ring of Protection +3
Bonus skill points from age and curse
**Arijani (Sri’Raji)**  
(The Verdurous Lands)

**Timeline**
- **c600 BC**: Born in Prime Material Sri’Raji to Ravana and a human priestess of Kali. Given to the rakshasa of Bahru.
- **c640 BC**: Begins to plot against the other rakshasa, leading to their discovery and destruction.
- **670 BC**: Bahru is destroyed in the conflict between humans and rakshasa. Ravana is captured by Arijani and killed. Sri’Raji forms.
- **727 BC**: Jahed enters Sri’Raji and begins working against Arijani as Ravana’s servant.
- **744 BC**: Sri’Raji joins the Verdurous Lands cluster.
- **760 BC**: Present day.

**Powers Checks**
- **Caress** (Betrayal: begins working against the rakshasa: 4%; c640 BC): Altered change self.
- **Enticement** (Betrayal and Violence: destruction of the rakshasa: 8%; c660 BC): Half a cleric level.
- **Invitation** (Betrayal and Violence: causing the destruction of Bahru: 8%; 670 BC): Cleric +1
- **Embrace** (Blasphemy: captured Ravana: 8%; 670 BC): Immune to damage from rakshasa and Rajians.
- **Creature** (Betrayal, Blasphemy and Violence: breaks his word and kills Ravana: 16%; 670 BC): Becomes darklord of Sri’Raji. Illusion of horror, crossbow vulnerability.

**Base stats**
- **S 15 D 20 C 18 I 119 W 18 Ch 18** (base hero rakshasa)
- **Levelling**: Int +2, Wis +1
- **Favoured class**: hp
- **CR 20** (10 [base] + 9 [levels] + 1 [darklord abilities])

**760 BC (Current day stats)**
- **CR 20**  
- **XP 307,200**
- **Male Rakshasa Cleric 8/Sorcerer 5**
- **CE Medium Outsider** (native, shapechanger)
- **Init**: +9 (Dex, feat)  
- **Senses**: Darkvision 60 ft; Perception +30  
- **Aura**: Overwhelming evil, chaos

**Defense**
- **AC 30**  
- **Touch 18**  
- **Flat-footed 24** (+5 Dex, +9 natural, +3 armour, +2 deflection, +1 dodge)
- **hp 213** (10 +9d10 +8d8 +5d6 +92 +8)
- **Fort +14**, **Ref +15**, **Will +21**
- **DR 15/good and piercing**
- **SR 25**
- **50% miss chance**
Offense
Spd 40 ft
Melee +26/+21/+16/+11 mithral kukri +3 (1d4+5; crit 15+) plus +18 bite (1d6+1) plus +18 claw (1d4+1)
   +18 bite (1d6+2) and +23 claw (1d4+2)
Ranged +23/+18/+13/+8
Space/Reach: 5'/5'
S 15  D 20  C 18  I 21  W 19  Ch 18
BAB +18  CMB +20  CMD 38 (32)

Feats
Combat Casting, Combat Expertise, Dodge, Eschew Materials, Greater Spell Focus (illusion), Improved Critical (kukri), Improved Initiative, Silent Spell, Spell Focus (enchantment, illusion), Spell Penetration, Still Spell, Weapon Finesse

Skills
Bluff +31 (20), Diplomacy +25 (18), Disguise +25 (10), Intimidate +20 (13), Knowledge (arcana) +13 (5), Knowledge (geography) +11 (6), Knowledge (history) +13 (5), Knowledge (local) +11 (6), Knowledge (nature) +11 (6), Knowledge (planes) +13 (5), Knowledge (religion) +18 (10), Perception +30 (23), Perform (stringed instruments) +17 (10), Sense Motive +30 (23), Spellcraft +18 (10), Stealth +31 (23), Use Magic Device +15 (8)

Languages
Rajian*, Infernal, Abyssal, Darkonese, Vaasi, Draconic, Aklo

Treasure
(159,000 gp)
Mithral kukri +3, amulet of proof against detection and location, boots of levitation, bracers of armour +3, major cloak of displacement, drums of panic, ring of protection +2

Special
Detect thoughts
Change shape (any humanoid, alter self, provoke xenophobia in any form)
Aura
Channel negative energy (4d6, 7/day, DC 18)
Deadly weather (40 ft, 8 rds/day)
Destructive smite (+4 dmg, 7/day)
Master’s illusion (8 rds/day, DC 18)
Sudden shift (7/day)
Spontaneous casting
Silver tongue (7/day)
Disguise spell identity (+5 to Spellcraft DC to identify spells)
Crossbow vulnerability
Immune to damage from Rajians and rakshasa
Illusion of horror
Sinkhole of evil
Typical Spells
Domains: Catastrophe (Destruction), Deception (Trickery)
DC 14 + spell level, 15 + spell level for Enchantment (underline), 16 + spell level for Illusion
(strike); CL 8
  0 – bleed, guidance, spark, virtue
  1 – divine favour, true strike, comprehend languages, command, doom, cure light
  wounds
  2 – death knell, enthrall, aid, mirror image, hold person
  3 – prayer, nondetection, deeper darkness, deadly juggernaut, vision of hell
  4 – confusion, spiritual ally, unholy blight, air walk

Spells
DC 14 + spell level, 15 + spell level for Enchantment, 16 + spell level for Illusion; CL 12
  At will – resistance, mage hand, read magic, light, prestidigitation, dancing lights,
ghost sound, detect magic, arcane mark
  7/day – hypnotism, silent image, cause fear, ventriloquism, charm person, colour
  spray
  7/day – hideous laughter, blindness/deafness, blur, darkness, invisibility, fog cloud
  7/day – suggestion, haste, major image, clairaudience/clairvoyance
  7/day – fear, scrying, rainbow pattern
  5/day – dream, shadow evocation
  3/day – permanent image
Domains of Dread

Crocodile (The Wildlands) (The Verdurous Lands)

Timeline
?
A crocodile so evil the jungle can’t endure him is born.
?
The other animals summon hairless apes to destroy Crocodile, then give their powers to him to destroy the hairless apes (except Fly and Python).
658 BC The Wildlands form.
697 BC A mad jackal leads his people to attack the other animals, resulting in them being driven from the plateau and into the swamp, where Crocodile kills most of them.
744 BC The Wildlands join the Verdurous Lands cluster.
760 BC Present day.

Powers Checks
- Caress (Violence: cruelty: 4%): Frightening
- Enticement (Violence: slaughter: 4%): Frightful presence
- Invitation (Violence: more slaughter: 4%): Sharp teeth
- Embrace (Violence: still more slaughter: 2%): Miasma of evil
- Creature (Betrayal, Blasphemy and Violence: Stealing the gifts of the other animals—who are themselves cursed for summoning the hairless apes—and slaughtering the hairless apes: 100%): Becomes darklord of the Wildlands. Gains the advanced template.

Base stats
S 37 D 10 C 25 I 1 W 14 Ch 2
Dire crocodile (magical beast)
Template: Advanced template x 2
CR 12 (9 [base] + 2 [template] + 1 [darklord abilities])

760 BC (Current day stats)
CR 12 XP 19,200
Male Advanced Wildlands Dire Crocodile
CE Gargantuan Magical Beast
Init: +8 (Dex, feat) Senses: Darkvision 60 ft, low light vision, Perception +20
Aura: Frightful presence (60’, DC 16)

Defense
AC 29 Touch 6 Flat 25 (+19 natural, +4 Dex, -4 size)
Hp 197 (10 + 11d10 + 132)
Fort +19 Ref +12 Will +8

Offense
Spd 20’, swim 30’
Melee Bite +22 (3d6 + 17 plus grab; crit 19+ plus 2d6 bleed) and tail slap +22 (4d8 + 8)
Bite +18 (3d6 + 25 plus grab) and tail slap +18 (4d8 + 12) with Power Attack
Space/Reach: 20’/15’
Death roll (3d6 + 25 plus trip), swallow whole (3d6 + 17, AC 19, 19 hp)
S 45 D 18 C 33 I 17 W 14 Ch 10
BAB +12 CMB +30 (+34 grapple) CMD 44 (48 vs trip)
Feats
Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Power Attack.
Critical Focus, Bleeding Critical – bite only.

Skills
Bluff +12 (12), Intimidate +15 (11), Knowledge (nature) +9 (6), Perception +20 (12), Sense Motive +8 (6), Stealth +8 (+16 in water) (12), Swim +21 (1).

Languages
Any humanoid or monstrous humanoid language except the primordial tongue.

Treasure
None

Special
Frightful presence
Miasma of evil (1/day, 20’, DC 21, sickened)
Sharp teeth
Sinkhole of evil
Dying
Eternal
Diamabel (Pharazia)  
(The Amber Wastes)

**Timeline**
- **568 BC**: Born in Prime Material Pharazia.
- **584 BC**: Father dies. Diamabel begins genocidal campaign to cleanse the world and himself. Most likely a fighter or cavalier.
- **590 BC**: Struck by sniper’s arrow while butchering town. Transformed. Becomes darklord of Pharazia.
- **746 BC**: The Amber Wastes form.
- **760 BC**: Present day.

**Powers Checks**
- **Caress** (Betrayal and Violence: murders father: 32%; 584 BC): Madness.
- **Enticement** (Violence: murders insubordinate followers: 4%; 584 BC): Frightening presence
- **Invitation** (Violence: subjugates desert tribes: 8%; c586 BC): Advanced template (with Int and Wis penalties)
- **Embrace** (Blasphemy and Violence: attempted genocide: 100%; c588 BC): Spiritburner. SR.


**Base stats**
- **S 14**  
- **D 14**  
- **C 12**  
- **I 10**  
- **W 11**  
- **Ch 14** (high fantasy)
- **Racial**: Str +2 (human)
- **Levelling**: Str +1, Con +1, Int +1, Cha +1
- **Powers checks**: Str +4, Dex +4, Con +4, Int +2, Wis +2, Cha +4
- **Favoured class**: skills
- **CR 19** (15 [levels] + 1 [advanced template] + 1 [PC-level treasure] + 2 [darklord abilities])

**760 BC (Current day stats)**
- **CR 19**  
- **XP 204,800**
- **Male Monstrous Humanoid Inquisitor (Preacher) 16**
- **CE Medium Monstrous Humanoid**
- **Init**: +8 (Dex, feat)  
- **Senses**: Darkvision 60 ft; Perception +20
- **Aura**: frightening presence (30 ft; DC 22)

**Defense**
- **AC 24**  
- **Touch 19**  
- **Flat-footed 20 (+4 Dex, +2 natural, +3 armour, +5 deflection)**
- **hp 123** (8 +15d8 +48); regeneration 2
- **Fort +16, Ref +12, Will +14**
- **Stalwart**
- **50% fortification**
- **SR 27**

**Judgements**
Offense
Spd 30 ft, fly 60 ft (average)
Melee +21/+16/+11 flaming burst, unholy, vicious greatsword +3 (4d6+10+1d6 fire +2d6 to
good opponents; crit 19+: 6d6+20+1d10 fire +2d6 to good opponents on crit; deals 1d6
damage to him on hit) plus +17 wing buffet (1d4+5)
+17/+12/+7 flaming burst, unholy, vicious greatsword +3 (4d6+18+1d6 fire +2d6 to
good opponents; crit 19+: 6d6+36+1d10 fire +2d6 to good opponents on crit; deals 1d6
damage to him on hit) plus +13 wing buffet (1d4+13) with Power Attack
+19/+14/+9 flaming burst, unholy, vicious greatsword +3 (8d6+18+1d6 fire +2d6 to
good opponents; crit 19+: 10d6+36+1d10 fire +2d6 to good opponents on crit; deals 1d6
damage to him on hit) plus +13 wing buffet (1d4+13) with Power Attack and Greater Bane
+17/+12/+7 dagger (1d4+5, crit 19+)
Ranged +16/+11/+6
Space/Reach: 5'/5'
S 21  D 18  C 17  I 15  W 13  Ch 19
BAB +12  CMB +17  CMD 36 (32)

Feats
Combat Casting, Combat Reflexes, Dazzling Display (greatsword; +2 when bane active),
Death from Above B, Extend Spell, Extended Bane, Intimidating Bane, Power Attack, Spell
Bane, Weapon Focus (greatsword)

Skills
Bluff +19 (12), Diplomacy +16 (9), Fly +15 (8), Intimidate +30 (15), Knowledge
(geography) +12 (10), Knowledge (local) +12 (10), Knowledge (nature) +14 (9), Knowledge
(nobility) +5 (3), Knowledge (religion) +18 (13), Perception +20 (16), Perform (oratory) +10
(6), Ride +10 (3), Sense Motive +27 (15), Spellcraft +15 (10), Stealh +12 (5), Survival +12
(8), Use Magic Device +12 (8)

Languages
Pharazi*, Akiri, Vaasi

Treasure
(238,000 gp/315,000 gp)
Flaming burst, unholy, vicious greatsword +3, cloak of resistance +3, ring of protection +5,
bracers of armour +3/moderate fortification, ring of retribution.

Special
Detect alignment
Greater Bane (20 rds/day; +4d6 damage)
Intimidating Bane
Discern lies (16 rds/day)
Judgements: Destruction +6 dmg
  Fast healing 6
  Justice +4/+8 attack
  Piercing +6 concentration and SR
  Protection +4/+8 AC
  Purity +4/+8 save
  DR 4/good
  Energy resistance 12
  Smiting (magic, chaos, adamantine)
Third judgement (6/day)
Shared judgement
Monster lore
Track
Stalwart
Determination (6/day; reroll attack, or +4 AC for 1 attack)
Exploit Weakness (on crit, ignore DR, suppress regeneration, +1 fire damage if vulnerable)
Fervent Action (1/day; make 1 attack, move speed or cast spell of 4\textsuperscript{th} level or below)
Fire of Belief (7/day; 1d6+8 ranged touch 30 ft; CE immune)
Inquisitor abilities are Cha-based
Frightening presence
Regeneration
Heal self (1/day)
Wings
Undying soul
Mastery +4
Sinkhole of evil

**Typical Spells**
Domain: Fervour Inquisition
DC 14 + spell level; +2 when bane active
- At will – daze, light, read magic, detect magic, brand, guidance
- 6/day – command, interrogation, know the enemy, litany of weakness, shield of faith, unerring weapon
- 6/day – blistering invective, brow gasher, castigate, confess, death knell, weapon of awe
- 6/day – banish seeming, invisibility purge, keen edge, locate weakness, retribution
- 5/day – divination, greater brand, denounce, fear, rebuke
- 3/day – geas/quest, litany of thunder, righteous might, unwilling shield
- 1/day – overwhelming presence, word of chaos
Domains of Dread

Draga Saltbiter (Saragoss)
(The Verdurous Lands)

Timeline
703 BC  Born on the Sea of Stars in Toril.
715 BC  Leaves home as cabin boy to escape his abusive parents, captured by pirates, infected with lycanthropy. Becomes sworn to Umberlee.
718 BC  Learns to control his lycanthropy and slaughters the pirates who tortured him. Becomes a particularly bloodthirsty pirate on the Vengeance.
728 BC  Celebrates birthday by destroying 3 ships, massacring crew. Becomes darklord of Saragoss.
744 BC  The Verdurous Lands cluster forms.
760 BC  Present day.

Powers Checks
Caress (Blasphemy: swearing service to Umberlee: 8%; 715 BC): Mistreated by pirates even after joining crew.
Enticement (Betrayal and Violence: horrific revenge on pirate captors: 4%; 718 BC): Summon sharks. +2 Dex in shark form.
Invitation (Violence: actions as pirate: 4%; c721 BC): Quick change shape, Cha +2
Embrace (Violence: actions as pirate: 4%; c724 BC): Animate dead, Wis +2

Base stats
S 12 D 12 C 13 I 12 W 14 Ch 14 (high fantasy)
Racial: Cha +2 (human)
Wereshark: Wis +2, Cha -2
Levelling: Wis +1, Cha +1
Powers checks: Wis +2, Cha +2
Favoured class: hp
CR 12 (9 [levels] + 1 [template] + 2 [darklord abilities])

760 BC (Current day stats)
CR 12  XP 19,200
Male Human Natural Wereshark Inquisitor (Infiltrator) 10
CE Medium Humanoid (human, shapechanger, aquatic) [human form]
Init: +5 (Dex, feat)  Senses: Lowlight vision, scent; Perception +15
Aura: gale aura (10 rds/day)
Defense
AC 15 Touch 11  Flat-footed 14 (+1 Dex, +4 armour)
hp 68 (8 +9d8 +10 +10)
Fort +8, Ref +4, Will +11
Judgements
Offense
Spd 30 ft, swim 30 ft.
Melee +10/+5 fists (1d3+3)
  +8/+3 dagger (1d4+1, crit 19+)
Ranged +8/+3
Space/Reach: 5’/5’
S 12  D 12  C 13  I 13  W 19  Ch 17
BAB +7    CMB +8    CMD 19 (18)

CE Large Humanoid (human, shapechanger, aquatic) [shark form]
Init: +5 (Dex, feat)  Senses: Lowlight vision, blind sense 30 ft, keen scent; Perception +15
Aura: gale aura (10 rds/day)

Defense
AC 21  Touch 11  Flat-footed 19 (+2 Dex, +4 armour, -1 size, +6 natural)
hp 88 (8 +9d8 +30 +10)
Fort +10, Ref +6, Will +11
DR 10/silver

Judgements

Offense
Spd Swim 60 ft.
Melee +14 bite (1d8+7 plus curse of lycanthropy)
Space/Reach: 10’/5’
S 21  D 14  C 17  I 13  W 19  Ch 17
BAB +7    CMB +13    CMD 26 (23)

Feats
Catch Off-Guard, Combat Casting, Judgment Surge (1/day), Outflank, Sea Legs, Self-
sufficient, Shared Judgment, Shielded Caster

Skills
Acrobatics +9 (6), Bluff +14 (4), Climb +10 (4), Diplomacy +14 (4), Escape Artist +6 (5),
Heal +6 (0), Intimidate +14 (8), Knowledge (local) +6 (5), Knowledge (nature) +7 (3),
Knowledge (religion) +7 (3), Perception +15 (8), Profession (sailor) +11 (4), Sense Motive +15 (8), Spellcraft +9 (5), Stealth +9 (5), Survival +12 (3), Swim +19 (5)
Shark form: Acrobatics +10 (6), Escape Artist +9 (5), Intimidate +18 (8), Swim +23 (5)

Languages
Vaasi*, Sahuagin

Treasure
(26,000 gp/21,000 gp)
Amulet of mighty fists +2, bracers of armour, +4, ring of air breathing (able to breathe air 2
hours/day)

Special
Detect alignment
Bane (10 rds/day)
Judgements: Destruction +4 dmg
  Fast healing 4
  Justice +3/+6 attack
Piercing +4 concentration and SR
Protection +3/+6 AC
Purity +3/+6 save
DR 3/good
Energy resistance 8
Smiting (magic, chaos, adamantine)
Second judgement (4/day)
Shared judgement
Misdirection (appears LN to divinations)
Necessary lies (+10)
Solo tactics
Swap teamwork feat
Gale aura (10 rds/day)
Storm burst (7/day; 1d6+5)
Forbidden lore (cast L, G spells)
Bloodlust
Chemical vulnerability (mangrove)
Curse of lycanthropy (DC 15; dire lycanthropy)
Change shape (swift action)
Lycanthropic empathy
Control undead made in Saragoss
Summon sharks (as children of the night; 2d6)
Control weather
Sense arrivals
Aquatic
Undying soul
Mastery +3
Sinkhole of evil

**Spell-like abilities**

CL 10

1/day – *animate dead*

**Typical Spells**

Domain: Storms (Weather)

DC 14 + spell level

At will – *bleed, resistance, read magic, detect magic, brand, guidance*

6/day – *comprehend languages, divine favour, interrogation, lend judgement, litany of weakness*

5/day – *death knell, invisibility, hold person, castigate, howling agony*

4/day – *dispel magic, glyph of warding, litany of eloquence, retribution*

2/day – *coward’s lament, divine power*
The Ebonbane (Shadowborn Manor)  
(The Shadowlands)

Timeline

606 BC  Lussimar (the Ebonbane) possesses the Grand Caliph of the Southern Empire. The Ahltrian sack the Great Kingdom in the Heretical Wars. The Knights of the Circle, led by Kateri Shadowborn and Elena Faithhold, lead the defense.

608 BC  Alexi Shadowborn born after Lysander/the Ebonbane rapes Kateri.

610 BC  The Ebonbane is driven from the world. Kateri retires.

611 BC  The remaining three Ahltrian summon the Ebonbane again and bind it into a sword. It kills and reanimates them, desecrates the temple of Brigit and kills Lysander and kills Kateri Shadowborn. The Shadowborn Manor domain forms.

612 BC  Ferran Shadowborn born. Elena Faithhold unleashes the War of Evil.

626 BC  Alexi fails the Ascension, meets Lysander, enters Ravenloft and traps the Ebonbane within his body. The Circle is founded.

747 BC  The Shadowlands form.

751 BC  Gondegal becomes head of the Circle.

760 BC  Present day.

Powers Checks

Probably none. Its vendetta against the Shadowborns makes it unique enough to attract the Dark Power's interest, and being bound into the sword lets them capture it.

Base stats

Unique

760 BC (Current day stats)
CR 17  XP 102,400
Unknown Unique Demon
CE Large Outsider (chaos, evil, extraplanar, incorporeal, lounara)
Init: +15 (Dex, feat)  Senses: Blindsight 60 ft, Perception +22

Defense

AC 27 Touch 27  Flat 16 (+7 deflection, +11 Dex, -1 size)
Hp 207(10 +14d10 +120)
Fort +13  Ref +20  Will +15
Incorporeal
SR 26
DR 10/goo
Immune acid, electricity, fire, mind-affecting magic
Resist cold 10

Offense

Spd Fly 60' (perfect)
Melee Pain touch +25 incorporeal touch (7d6 plus energy drain, DC 24)
Space/Reach: 10'/10'
S —  D 32  C 27  I 15  W 18  Ch 24
BAB +15  CMB +27  CMD 44
**Domains of Dread**

**Feats**
Alertness, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Lunge, Step Up

**Skills**
Bluff +22 (12), Diplomacy +15 (8), Intimidate +23 (13), Fly +21 (1), Knowledge (arcana) +12 (10), Knowledge (history) +12 (10), Knowledge (nobility) +15 (10), Knowledge (planes) +15 (10), Perception +22 (15), Sense Motive +17 (10), Spellcraft +15 (10), Stealth +21 (11)

**Languages**
Abyssal, Draconic, Nidalan; telepathy 100’

**Treasure**
None

**Special**
Blade dominion
Create spawn
Malevolence
Possess object
Pain touch
Reality dominion
Spell-like abilities
Sinkhole of evil
Bound

**Spell-like Abilities**
Save DC = 17 + spell level. CL 11

- At will – burning hands, chill touch, shocking grasp, symbol of slowing, symbol of pain, symbol of sleep, symbol of striking, symbol of fear, symbol of persuasion, symbol of death, symbol of stunning, symbol of weakness, symbol of insanity
- 3/day – blindness/deafness, darkness, spectral hand, shatter.
- 1/day – deeper darkness, enervation, flame strike, slow, solid fog, vampiric touch
Elena Faithhold (Nidala)
(The Shadowlands)

Timeline
567 BC  Born in Nidala in the Great Kingdom.
606 BC  Lussimar (the Ebonbane) possesses the Grand Caliph of the Southern Empire.
The Ahltrian sack the Great Kingdom in the Heretical Wars. The Knights of
the Circle, led by Kateri Shadowborn and Elena Faithhold, lead the defense.
610 BC  The Ebonbane is driven from the world. Kateri retires.
611 BC  The Ebonbane is forged into a sword and kills Kateri Shadowborn. The
Shadowborn Manor domain forms.
612 BC  Elena Faithhold unleashes the War of Evil.
614 BC  Elena shatters the forces of evil and forcibly converts thousands to the faith of
Belenus. She starts pogroms against those who won’t convert, those who are
neutral, those who are not firm allies, and then those who aren’t human. She
loses her paladin powers.
615 BC  She prays to Belenus for guidance and is snatched up by the Mists. After
slaughtering her tenth village, she becomes darklord of Nidala.
747 BC  The Shadowlands form.
751 BC  Gondegal becomes head of the Circle.
760 BC  Present day.

Powers Checks
Caress (Violence: during the War on Evil: 8%; 613 BC): Detect life
Enticement (Betrayal and Violence: during the War on Evil: 16%; 614 BC): Cha +2
Invitation (Blasphemy and Violence: forcible conversions: 16%; 640 BC):
Conversion
Embrace (Blasphemy, Betrayal and Violence: racial pogroms: 32%; 614 BC): Str +2,
Dex +2, Con +2
Creature (Violence: slaughtering villagers: 16%; 615 BC): Becomes darklord of
Nidala. “Paladin” powers.

Base stats
S 13 D 14 C 14 I 10 W 12 Ch 14 (high fantasy)
Racial: Str +2 (human)
Levelling: Str +2
Aging: Middle
Powers Checks: Str +2, Dex +2, Con +2, Cha +2
Favoured class: hp
CR 12 (9 [levels] + 1 [PC-level treasure] + 2 [darklord abilities])

760 BC (Current day stats)
CR 12  XP 19,200
Female Middle Aged Human “Paladin” 10
LE Medium Humanoid (Human)
Init: +2 (Dex) Senses: Perception +9
Aura: courage, despair 10 ft (+4 allies save vs fear, -2 enemies saves)
Defense
AC 24 Touch 12 Flat-footed 22 (+2 Dex, +9 armour, +3 shield)
hp 89 (10 +9d10 +20)
Fort +12, Ref +8, Will +11
Immune charm, fear, disease

Offense
Spd 20 ft.
Melee +17/+12 mithral bastard sword +2 (1d10+7, crit 19+; double on charge)
   +15/+10 mithral bastard sword +2 (1d10+7, crit 19+) and +14 light shield +1 of bashing (1d6+3)
   [+3 attack, +10 damage, +2 AC on challenge]
Ranged +12
Space/Reach: 5’/5’
S 18 (20)  D 15  C 15  I 11  W 13  Ch 17
BAB +10  CMB +15  CMD 27 (25)

Feats
Exotic Weapon Proficiency (bastard sword), Mounted Combat, Two Weapon Fighting, Ride-by Attack, Spirited Charge, Leadership

Skills
Bluff +6 (0), Diplomacy +11 (2), Intimidate +11 (2), Knowledge (nobility) +5 (2), Knowledge (religion) +6 (3), Perception +9 (8), Ride +9 (6), Sense Motive +11 (7)

Languages
Nidalan

Treasure
(47,000 gp/60,000 gp)
Mithral bastard sword +2, mithral field plate +2 of the champion, light steel shield +2 of bashing, belt of giant strength +2, circlet of persuasion

Special
Aura of courage
Aura of despair (Elena immune to charm)
Detect passion
Detect life
Divine grace
Divine weapon +2 (10 min, 2/day)
Immunities
Challenge (4/day, +3 attack, +10 damage)
Conversion (compulsion)
Touch of corruption (5d6 plus sickened, staggered or nauseated)
Channel energy (4/day, 2d6 plus -3 compulsions)
Sinkhole of evil

Typical Spells
DC 13 + spell level
   1 – litany of sloth, litany of weakness, murderous command
   2 – litany of defence, litany of warding
   3 – deadly juggernaut
Nightmare cohort
NE Large outsider (native)
Init +6; Senses darkvision 60 ft, lowlight vision, scent, Perception +12; Aura magic circle against good; AC 19, touch 11, flat footed 17 (+2 Dex, +8 natural, -1 size, +2 deflection vs good); hp 51 (6d10+18); Fort +8, Ref +7, Will +3 (+2 vs good); Speed 40 ft, fly 90 ft (good); Melee gore +9 (1d8+4), 2 hooves +7 (1d6+2+1d4 fire); 10'5''; S 18 D 15 C 16 I 13 W 13 Ch 12; BAB +6; CMB +11, CMD 23 (27 vs trip).
Alertness, Improved Initiative, Multiattack; Fly +13, Intimidate +10, Knowledge (planes) +10, Perception +12, Sense Motive +12, Stealth +7, Survival +10
Smoke
Magical strike
Eli Van Hassen (The Endless Road)  
(The Lonesome Road)

Timeline
- c640 BC: Born on the Prime Material Plane.
- c672 BC: Talitha born.
- c690 BC: The Horseman comes to Tranquility and kills the hydra. Eli forces Talitha to accuse him of rape. Executes the Horseman. Becomes darklord of the Endless Road. The Lonesome Road forms.
- 760 BC: Present day.

Powers Checks
- Caress (Betrayal: watches friend drown; doesn’t intervene and is too afraid to tell anyone about it: 4%; c648 BC): Xenophobia.
- Enticement (Betrayal: using position to drive away competitors and rivals: 2%; c685 BC): Cha +2
- Invitation (Violence and Betrayals: sends guards he doesn’t like against the Horseman, knowing he’ll kill them: 2%; c690 BC): Cha +2
- Embrace (Betrayal: forces Talitha to accuse Horseman of rape: 8%; c690 BC): Wis +4

Base stats
- S 9 D 13 C 13 I 15 W 13 Ch 14 (high fantasy)
- Racial: Con +2 (human)
- Levelling: Cha +2
- Aging: middle aged
- Powers checks: Wis +4, Cha +4
- Favoured class: hp
- CR 12 (10 [levels] + 1 [PC-level treasure] + 1 [darklord abilities])

760 BC (Current day stats)
- CR 12 XP 19,200
- Male Human Rogue 11
- NE Medium Humanoid (human)
- Init: +5 (Dex, feat) Senses: Perception +18

Defense
- AC 20 Touch 13 Flat-footed 19 (+1 Dex, +6 armour, +1 natural, +2 deflection) plus Combat Expertise
- hp 86 (8 + 10d8 +22)
- Fort +7, Ref +10, Will +9
- Another day
- Evasion
- Improved evasion
- Improved uncanny dodge
- Trap sense +3
**Domains of Dread**

**Offense**
Spd 30 ft
Melee +9/+4 dagger +2 (1d4+1; crit 19+; plus 6d6 sneak)
Ranged +10/+5 cunning pistol +1 (1d8+1 plus 6d6 sneak; crit x4; range 40 ft, ignore armour, misfire 1; 2 with paper cartridges; +2 to confirm crits vs humanoids)
S 8    D 12    C 14    I 16    W 18    Ch 21
BAB +8    CMB +7    CMD 20 (19)

**Feats**
Betrayer, Catch Off-Guard, Combat Expertise, Improved Initiative, Persuasive, Quick Draw, Rhetorical Flourish

**Skills**
Acrobatics +15 (11), Appraise +10 (4), Bluff +19 (11), Diplomacy +23 (11), Disable Device +19 (6), Escape Artist +21 (11), Intimidate +7 (0), Knowledge (geography) +5 (2), Knowledge (history) +5 (2), Knowledge (local) +12 (6), Knowledge (nobility) +9 (6), Knowledge (religion) +9 (6), Perception +18 (11), Ride +7 (6), Sense Motive +18 (11), Sleight of Hand +10 (6), Stealth +20 (11), Swim +6 (4)

**Languages**
Haven*, Draconic, Halfling, Elven

**Treasure**
(61,000 gp/81,000 gp)
Cunning pistol +1, dagger +2, glamered chain shirt +2, amulet of natural armour +1/brooch of shielding, cape of the mountebank/cloak of elvenkind/cloak of resistance +2, ring of protection +2, vest of escape.

**Special**
Sneak attack +6d6
Improved uncanny dodge
Trapfinding +5
Trap sense +3
Coax information
Hard to fool (3/day)
Convincing lie (10 days)
Another day
Improved evasion
Serendipity (full rd action; all foes in 30 ft Will save or shaken, knocked prone, slowed or dazed 1 rd)
Cringe and cower (full rd action; sanctuary; DC 20)
Mastery +5
Sinkhole of evil
**Gregor Zolnik (Vorostokov)**  
*(The Frozen Wastes)*

**Timeline**
- **709 BC**: Born in the village of Vorostokov in Prime Material Cerilia.
- **729 BC**: Becomes a loup du noir.
- **731 BC**: Murders his first wife Ireena and a castle full of people. Becomes darklord of Vorostokov.
- **735 BC**: Marries Sasha.
- **736 BC**: Alexei born.
- **738 BC**: Mikhail born.
- **754 BC**: Murders Sasha and his mother, Antonina.
- **755 BC**: The Frozen Reaches cluster forms.
- **760 BC**: Present day.

**Powers Checks**
- **Caress** (Black Magic: stealing the strength of the wolf: 16%; 729 BC): Becomes maledictive werewolf.
- **Enticement** (Blasphemy: refusing to abandon wolfskin when it’s no longer needed: 8%; 730 BC): DR increases. Cha +2
- **Invitation** (Violence: murdering Ireena’s first lover: 16%; 730 BC): Speak with animals.
- **Embrace** (Betrayal and Violence: murdering Ireena and her lover: 100%; 731 BC): Powerful bite.
- **Creature** (Betrayal and Violence: murdering everyone in the castle: 4%; 731 BC): Becomes darklord of Vorostokov. Undying soul. Immune to mind-affecting effects.

**Base stats**
- **S 13 D 14 C 15 I 112 W 8 Ch 14** (high fantasy)
- **Racial**: Str +2
- **Levelling**: Str +1, Cha +1
- **Template**: Wis +2, Cha -2
- **Powers checks**: Cha +2
- **Favoured class**: skills

**760 BC (Current day stats)**
- **CR 11**  
- **XP 12,800**
- **Male Human Maledictive Werewolf (Loup du noir) Ranger (Skirmisher) 9**
- **CE Medium Humanoid (human, shapechanger) [human form]**
- **Init**: +2 (Dex)  
- **Senses**: Low light vision, scent; **Perception +12**

**Defense**
- **AC 19**  
- **Touch 14**  
- **Flat-footed 17** (+2 Dex, +5 armour, +2 deflection)
- **hp 72** (10 +8d10 +18)
- **Fort +8, Ref +8, Will +3**
- **Evasion**
Offense
Spd 30 ft (20 ft in armour)
Melee +15/+10 bastard sword +3 (1d10+7; crit 19+; plus favoured enemy)
   +12/+7 bastard sword +3 (1d10+13; crit 19+ with Power Attack)
   +15 bastard sword +3 (2d10+7; crit 19+ with Vital Strike
   +12/+7 dagger (1d4+3)
Ranged +12/+7 composite longbow (Str +3) +1 (1d8+4, 2d8+8 with Manyshot; crit x3; plus
favoured enemy)
   +9/+4 composite longbow (Str +3) +1 (1d8+10, crit x3 with Deadly Aim)
   +10/+10/+5 composite longbow (Str +3) +1 (1d8+4, 2d8+8 with Manyshot; crit x3
with Rapid Shot)
Space/Reach: 5’/5’
S 16  D 14  C 15  I 12  W 10  Ch 15
BAB +9/+4  CMB +12  CMD 26 (24)

Defense
AC 18 Touch 14
hp 81 (10+8d10+27)
Fort +9, Ref +8, Will +5
Evasion
DR 10/blessed silver

Offense
Spd 50 ft
Melee +13 bite (2d8+8 plus trip, curse of lycanthropy; crit 19+; with Vital Strike; plus
favoured enemy)
   +9 bite (2d8+14 plus trip, curse of lycanthropy; with Power Attack and Vital Strike)
Space/Reach: 5’/5’
S 18  D 15  C 17  I 12  W 14  Ch 15
BAB +9/+4  CMB +13  CMD 27 (31 vs trip) (25)

Feats
Cleave, Deadly Aim, Endurance, Improved Natural Attack (bite), Manyshot, Power Attack,
Rapid Shot, Self-sufficient, Vital Strike

Skills
Bluff +8 (6), Climb +10 (4), Craft (traps) +6 (2), Handle Animal +10 (5), Heal +7 (2),
Intimidate +14 (9), Knowledge (geography) +10 (6), Knowledge (nature) +13 (9), Perception
+12 (9), Ride +6 (1), Sense Motive +9 (9), Stealth +16 (6), Survival +14 (4), Swim +10 (4)
+1 Climb, Swim; +2 Heal, Perception, Sense Motive, Survival in wolf form; +4 Survival
when tracking, +8 when tracking by scent; plus favoured enemy and favoured terrain bonuses

Languages
Vos*, Sanguine

Treasure
(35,000 gp/46,000 gp)
Armoured coat +1, composite longbow (Str +3) +1, bastard sword +3, boots of the
winterlands, cloak of elvenkind, ring of protection +2.
**Special**
Favoured enemies: animals (+2), humans (+4)
Hunting companions (1 rd, half favoured enemy bonus, 30 ft)
Favoured terrain: cold (+4), forests (+2)
Archery combat style
Hunter’s tricks (4/day)
  Aiding attack
  Hateful attack
  Second chance strike
Swift tracker
Track +4
Evasion
Wild empathy +10
Woodland stride
Change forms (wolf)
Lycanthropic empathy +14
Curse of lycanthropy (DC 15)
Bloodlust
Immune to mind affecting effects in wolf form
Powerful bite
Improved DR
Speak with snakes and wolves at will
Undying soul
Mastery +2
Sinkhole of evil
The Headless Horseman (The Winding Road)  
(The Lonesome Road)

Timeline
- **c660 BC**: Born on the Prime Material Plane.
- **c690 BC**: The Horseman comes to Tranquility, kills the hydra and is accused of rape. He is executed. Becomes a ghost and darklord of the Winding Road. The Lonesome Road forms.
- **760 BC**: Present day.

Powers Checks
- **Caress** (Violence: brutality towards retainers: 4%; c680 BC): Xenophobia
- **Enticement** (Betrayal: scaring a rival away from town by pretending to be a ghost: 2%; c685 BC): Half a cavalier level
- **Invocation** (Violence and Betrayal: rape: 16%; c689 BC): Level +1
- **Embrace** (Betrayal: fakes killing the hydra to take advantage of the villagers: 8%; c690 BC): Level +1
- **Creature** (Betrayal and Blasphemy: steals from the van Hassens and the village church: 8%; c690 BC): Killed for crimes he didn’t commit. Becomes a ghost and darklord of the Winding Road.

Base stats
- **S 15 D 14 C 14 I 9 W 9 Ch 14** (high fantasy)
- **Racial**: Str +2 (human)
- **Levelling**: Str +1, Dex +1
- **Template**: Cha +8
- **Salient abilities**: Str +6, Dex +2, Wis +8
- **Favoured class**: hp
- **CR 13** (10 [levels] + 3 [template])

760 BC (Current day stats)
- **CR 13**
- **XP 25,600**
- **Male Human Order of the Cockatrice Cavalier (Gendarme) 11 Rank 3 Ghost**
- **CE Medium Undead (augmented humanoid)**
- **Init**: +3 (Dex)  **Senses**: Blindsight 60 ft; Perception +20

Defense
- **AC 25**
- **Touch 13**
- **Flat-footed 22** (+3 Dex, +5 natural, +7 armour) [+2 vs target with challenge, -2 to others]
- **hp 131** (10 + 10d10 +55)
- **Fort +7, Ref +6, Will +6**
- **Immune undead traits**
- **Channel resistance +10**
- **SR 24**
- **Rejuvenation**
Offense
Spd 20 ft, ride 50 ft
Melee +20/+15/+10 vorpal +1 scimitar (1d6+8; crit 18+/20 behead; +4 to confirm crit)
+24 vorpal +1 scimitar (5d6+24 plus trip plus trample; crit 15+ (6d6+32 dmg)/20 behead; +4 to confirm; plus overrun and trample on another victim) on charge with Improved Vital Strike
+21 vorpal +1 scimitar (5d6+75 +9 if no one else threatens victim plus trip plus trample; crit 15+/20 behead (6d6+100+18); +4 to confirm; plus overrun and trample on another victim) on charge with challenge, Improved Vital Strike and Power Attack
S 24  D 17  C -  I 9  W 17  Ch 20
BAB +11  CMB +18 (+20 overrun)  CMD 28 (30 vs overrun) (25)

Feats

Skills
Bluff +13 (5), Diplomacy +13 (5), Handle Animal +13 (5), Intimidate +17 (9), Perception +20 (9), Perform (sing) +9 (1), Perform (stringed instruments) +9 (1), Ride +15 (9), Stealth +5 (0)

Languages
Haven (cannot speak)

Treasure
Scimitar, glamered dastard light fortification breastplate +1

Special
Braggart (demoralise standard action, +2 to hit demoralised targets)
Cavalier’s charge
Cockatrice challenge (4/day)
Steal glory
Mighty charge
Spirited charge
Expert trainer
Mounted combat (negate hits to mount)
Rejuvenation
Ghost blade (2) (+1 vorpal)
Death’s curse
Blade of death (scimitar acts as lance for charging)
Spell resistance
Improved abilities
Blindsight
Corporeal
No natural attacks
Mastery +5
Sinkhole of evil
**Spitfire (Horse Companion)**

Init +3; Senses lowlight vision, scent; Perception +1

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

Hp 85 (9d8 +45)

Fort +10, Ref +9, Will +6 (+4 vs enchantment; reroll 1/day)

Evasion

Speed 50 ft

Melee bite +11 (1d4+6) and 2 hooves +12 (1d8+6)

Trample (on overrun, if knocked down) +16 (1d8+6)

Space 10 ft/5 ft

S 22  D 16  C 18  I 2  W 12  Ch 6

BAB +6  CMB +13  CMD 26 (30 vs trip) (23)

Iron Will, Improved Iron Will, Improved Natural Attack (hooves), Weapon Focus (hooves), Multiaattack, Toughness; Acrobatics +12 (6), Climb +12 (3), Stealth -1 (0)

SQ Tricks (attack, combat riding, come, defend, down, guard, heel), devotion, evasion, avoid attacks
The Hive Queen (Timor)
(Zherisia)

Timeline
- c595: Born on Prime Material Timor.
- c610: Timor becomes a domain with the Hive Queen’s mother as darklord.
- 620 BC: The Hive Queen is transformed and becomes darklord of Timor.
- 744 BC: Timor and Paridon form the Zherisia cluster.
- c750 BC: The Hive Queen begins to hear the Fang of the Nosferatu.
- 755 BC: The Hive Queen attempts to disrupt the Bloody Jack murders.
- 760 BC: The present day.

Powers Checks
- Caress (Betrayal: callousness and contempt for the plight of the city dwellers: 4%):
  - Wis -2, Con +2
- Enticement (Violence: cruelty: 4%): Cha +2
- Invitation (Betrayal: seduction and betrayal of the wizard: 4%): Spell resistance.
- Embrace (Betrayal and Violence: premeditated murder of her mother: 2%):
  - Transformation into an advanced marikith queen.
- Creature (Violence: rampage through Timor: 8%): Becomes darklord of Timor. Int +2, Dex +2, Con +2, bonus HD. Poison saves are Cha-based, not Con-based. Deflection bonus to AC.

Base stats
- S 10 D 14 C 12 I 14 W 13 Ch 14
- Human (high fantasy)
- Racial: Int +2
- Levelling: Int +2, Cha +1
- Powers Checks: Dex +2, Con +4, Int +2, Wis -2
- Size changes: Str +16, Dex -4, Con +8
- CR 13 (11 [base] + 1 [template] + 1 [darklord abilities])

760 BC (Current day stats)
- CR 13
- XP 25,600
- Female Advanced Marikith Queen
- CE Huge Aberration
- Init: +1 (Dex)
- Senses: Darkvision 120 ft, low light vision, Perception +23

Defense
- AC 29
- Touch 12
- Flat 28 (+1 Dex, -2 size, +17 natural, +3 deflection)
- Hp 176 (8 + 14d8 + 105)
- Fort +12
- Ref +8
- Will +9
- SR 24

Offense
- Spd 40’, climb 20’
- Melee Bite +17 (1d8+8 plus poison) and sting +17 (1d8+8 and poison) and 4 claws +17 (1d8+8 and grab)
- Space/Reach: 15’/15’
- S 26 D 12 C 24 I 20 W 11 Ch 17
BAB +11    CMB +21 (+25 grapple)    CMD 35 (39 vs trip)

**Feats**
Alertness, Combat Reflexes, Intimidating Prowess, Lightning Reflexes, Improved Unarmed Strike, Deflect Arrows, Blind-fight, Rending Claws

**Skills**
Acrobatics +19 (15), Bluff +10 (7), Climb +22 (3), Disable Device +14 (13), Intimidate +25 (7), Knowledge (dungeoneering) +14 (6), Knowledge (local) +14 (9), Knowledge (nobility) +10 (5), Perception +23 (15), Sense Motive +13 (11), Spellcraft +10 (2), Stealth +11 (15), Survival +15 (12), Use Magic Device +18 (15).

**Languages**
Timorese*, Draconic, Zherisian.

**Treasure**
None

**Special**
Poison (DC 20) – 1d4 Con (bite) or none/paralysis and transformation, 1/rd for 6 rds, 1 save
Hive mind
Light sensitivity
Voice mimicry
Sinkhole of evil
Mastery +3
Ladislav Mircea (Sanguinia)
(The Frozen Wastes)

Timeline
584 BC  Born in Prime Material Sanguinia.
590 BC  Parents die of the plague.
606 BC  Plague returns to Sanguinia; seals himself and his friends up in his castle. Aristocrat.
607 BC  Becomes darklord of Sanguinia.
755 BC  The Frozen Reaches cluster forms.
760 BC  Present day.

Powers Checks
Caress (Blasphemy: abandons nation to protect himself from plague: 4%; 606 BC): Disease enters castle.
Enticemen (Betrayal and Violence: throwing infected friends off battlements: 16%; 606 BC): Gains some chirurgeon abilities.
Invitation (Betrayal and Violence: more violence towards infected friends: 8%; 607 BC): Infected with the plague. Bonus feats (part of vampire template)
Embrace (Black Magic: experimenting on sick friends to find cure for plague: 16%; 607 BC): Aristocrat levels change to alchemist levels.
Creature (Black Magic: cursing guards who left him to die: 4%; 607 BC): Becomes vrykolaka and darklord of Sanguinia. Drain humours.

Base stats
S 10 D 14 C 11 I 115 W 12 Ch 14 (high fantasy)
Racial: Int +2
Levelling: Str +1, Dex +1
Template: Str +6, Dex +10, Wis +4, Cha +2
Favoured class: skills
CR 11 (8 [levels] + 1 [template] + 1 [darklord abilities] + 1 [PC level treasure])

760 BC (Current day stats)
CR 11  XP 12,800
Male Human Mature Vrykolaka Alchemist (Chirurgeon Plaguebringer) 9
CE Medium Undead (augmented humanoid, human)
Init: +11 (Dex, feat)  Senses: Darkvision 60 ft; Perception +25
Defense
AC 24 Touch 18  Flat-footed 16 (+7 Dex, +5 natural, +1 deflection, +1 dodge)
hp 89 (8 +8d8 +45); fast healing 5
Fort +12, Ref +17, Will +8
DR 10/magic and silver
Channel resistance +6
Immune undead traits
Resist cold 10, electricity 10
**Domains of Dread**

**Offense**
Spd 30 ft
Melee +9 2 claws (1d4+4 plus disease)
   +9/4 dagger (1d4+4)
Ranged +14/+9 bomb (5d6+4 fire or 3d6+4 fire + 9 rds confusion or 9 rds contagion, fog cloud or stinking cloud)
Space/Reach: 5'/5'
S 17  D 25  C -  I 17 (19)  W 16  Ch 16 (18)
BAB +6/+1  CMB +9 (+13 grappling; 2 checks per round)  CMD 27 (29 vs grapple)

**Feats**
Brew Potion, Catch Off-Guard, Extra Discovery, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Skill Focus (disguise), Skill Focus (heal), Throw Anything, Alertness, Combat Reflexes (8 AoO/round), Dodge, Improved Initiative, Lightning Reflexes, Toughness

**Skills**
Bluff +19 (7), Craft (alchemy) +25 (3; 9 from headband; +7 in lab), Diplomacy +9 (5), Disguise +9 (2), Heal +16 (7), Intimidate +10 (6), Knowledge (arcana) +9 (2), Knowledge (nature) +14 (7), Perception +25 (9), Perform (sing) +7 (3), Perform (string instruments) +7 (3), Ride +10 (3), Sense Motive +22 (9), Sleight of Hand +15 (5), Spellcraft +9 (2), Stealth +20 (5), Survival +9 (3)

**Languages**
Sanguine*, Draconic, Celestial, Infernal, Abyssal

**Treasure**
(35,500 gp/46,000 gp)
Alchemist’s lab, boots of the winterlands, cauldron of brewing, cloak of resistance +2, gauntlets of rust, headband of Int and Cha +2 [Craft (alchemy)], ring of feather falling, ring of protection +1.

**Special**
Alchemy
Anaesthetic
Bombs (5d6, 13/day, DC 18)
Discovery: smoke bomb
   Confusion bomb
   Plague bomb
   Stink bomb
   Infuse plague vial
Plague vial
Infused curative
Swift alchemy
Swift poisoning
Children of the night
Create spawn
Disease: bubonic plague (DC 21), syphilis (as cackle fever; DC 20), red ache (DC 19), the shakes (DC 17)
Fever sleep (DC 18)
Spider climb
Swarm form
Reduced vulnerability (sunlight; can enter any house in Sanguinia except rooms kept spotlessly clean)
Drain humours
Mastery +4
Sinkhole of evil

**Extracts**
(6/5/4); DC 14 + spell level

1 – anticipate peril, bomber’s eye, comprehend languages, cure light wounds, disguise self, expeditious retreat, identify, illusion of calm, jump, longshot, negate aroma, polypurpose panacea, shield, shock shield, targeted bomb admixture, true strike, vocal alteration, youthful appearance

2 – alchemical allocation, alter self, animal aspect, barkskin, blood transcription, blur, bull’s strength, cure moderate wounds, elemental touch, false life, invisibility, levitate, resist energy, lesser restoration, skinsend, touch injection, transmute potion to poison

3 – absorb toxicity, amplify elixir, beast shape I, burst of speed, draconic reservoir, eruptive pustules, gaseous form, haste, remove blindness/deafness, remove disease, resinous skin
Domains of Dread

Morgoroth (Avonleigh)
(The Shadowlands)

Timeline

606 BC  Lussimar (the Ebonbane) possesses the Grand Caliph of the Southern Empire. The Ahltrian sack the Great Kingdom in the Heretical Wars. The Knights of the Circle, led by Kateri Shadowborn and Elena Faithhold, lead the defense.

c606 BC  Morgoroth born.
610 BC  The Ebonbane is driven from the world. Kateri retires.
611 BC  The Ebonbane is forged into a sword and kills Kateri Shadowborn. The Shadowborn Manor domain forms.
612 BC  Ferran Shadowborn born. Elena Faithhold unleashes the War of Evil.
620 BC  Aurora Shadowborn born.
626 BC  Alexi traps the Ebonbane within his body. The Circle is founded.
640 BC  Morgoroth plane shifts to Avonleigh in the Great Kingdom hoping to escape his crimes. He creates Tergeron Manor in a single night and falls in love with Aurora.
645 BC  He confesses his love for Aurora.
646 BC  Lambert arrives from Morgoroth’s home world and is killed. Morgoroth kills Ferran, kidnaps Aurora and kills all the Knights of the Circle. The domain of Avonleigh forms. Morgoroth tries to escape again but is trapped inside the mirror.

c676 BC  The Circle reaches an agreement with Morgoroth to keep the Ebonbane trapped after Alexi’s death?

c744 BC  Morgoroth freed from the mirror.
747 BC  The Shadowlands form.
751 BC  Gondegal becomes head of the Circle.
760 BC  Present day.

Powers Checks

Caress (Black Magic: necromancy: 4%; c638 BC): Nemesis
Enticement (Black Magic: creating the Headsman’s Axe: 16%; c639 BC): +1 level.
Invitation (Black Magic: necromancy: 16%; 640 BC): Star-crossed love. +1 level.
Embrace (Black Magic, Violence and Betrayal: killing Ferran: 100%; 646 BC): +1 level.

Creature (Black Magic and Betrayal: kidnapping Aurora and killing the Knights of the Circle: 100%; 646 BC): Becomes darklord of Avonleigh.

Base stats
S 8 D 11 C 12 I 14 W 15 Ch 15 (high fantasy)
Racial: Int +2 (human)
Levelling: Int +2, Cha +1
Aging: Middle
Favoured class: skills
CR 16 (12 [levels] + 1 [PC-level treasure] + 3 [darklord abilities])
760 BC (Current day stats)
CR 16    XP 76,800
Male Middle Aged Human Necromancer 13
CE Medium Humanoid (Human)
Init: +6 (Dex, feat)    Senses: Life sight (13 rds/day); Perception +16

Defense
AC 13    Touch 12    Flat-footed 11 (+2 Dex, +1 armour)
hp 87 (6 +12d6 +39)
Fort +10, Ref +9, Will +14
Resist cold 20

Offense
Spd 30 ft.
Melee Masterwork dagger +8/+3 (1d4+1; crit 19+)
Ranged Ray +8
Space/Reach: 5'/5'
S 8 (12)    D 11 (15)    C 12 (16)    I 19 (23)    W 16    Ch 17
BAB +6    CMB +7    CMD 19 (18)

Feats
Combat Casting, Craft Magic Arms & Armour, Craft Wondrous Item, Destructive Dispel, Dispel Synergy, Disruptive Spell, Greater Spell Focus (necromancy), Improved Initiative, Intensified Spell, Scribe Scroll, Spell Focus (necromancy), Command Undead

Skills
Craft (alchemy) +18 (9), Fly +15 (10), Knowledge (arcana) +22 (13), Knowledge (engineering) +14 (5), Knowledge (geography) +14 (5), Knowledge (history) +14 (5), Knowledge (local) +14 (5), Knowledge (nature) +14 (5), Knowledge (planes) +22 (5; 13 in headband), Knowledge (religion) +22 (5; 13 in headband), Linguistics +12 (3), Perception +16 (13), Spellcraft +22 (13), Use Magic Device +11 (8)

Languages
Tergeron*, Nidalan, Draconic, Abyssal, Infernal, Celestial, Darkonese, Mordentish

Treasure
(105,000 gp/140,000 gp)
Belt of physical perfection +4, cloak of resistance +3, bracers of light fortification and armour +1, gauntlets of rust/arrow snaring, goggle of night, headband of vast intellect +4, ring of major cold resistance, ring of counterspells, staff of necromancy
Permanent lesser age resistance

Special
Bonded object (staff)
Command Undead (9/day) (DC 19)
Grave touch (9/day)
Quickened necromancy
Quash necromancy
Master of Tergeron
Control reflections
Summon spirits
Sinkhole of evil
Mastery +3
Spells Known
Opposition schools: Evocation, Enchantment
(4/6+1/6+1/5+1/5+1/4+1/3+1/1+1); DC = 16 + spell level; 18 + spell level for Necromancy

0 – acid splash, arcane mark, bleed, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, haunted fey aspect, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, spark, touch of fatigue (all)
1 – charm person, chill touch, detect undead, identify, grease, hold portal, magic aura, ray of enfeeblement, unseen servant, ventriloquism
2 – arcane lock, blindness/deafness, command undead, false life, fog cloud, glitterdust, ghoul touch, spectral hand, spider climb, web
3 – blink, dispel magic, healing thief, haste, major image, ray of exhaustion, stinking cloud, tongues, vampiric touch
4 – animate dead, black tentacles, contagion, enervation, ice storm, lesser age resistance, phantasmal killer, scrying, stoneskin
5 – magic jar, major creation, passwall, permanency, possess object, suffocation, summon monster V, telekinesis, wall of force
6 – acid fog, eyebite, greater dispel magic, ice crystal teleport, circle of death, true seeing, summon monster VI, unwilling shield
7 – finger of death, limited wish, plane shift, project image, waves of exhaustion
Timeline

? BC
- Born in Prime Material Zherisia to the Mular tribe.
551 BC
- Becomes darklord of Zherisia
586 BC
- Sodo gains the Fang of the Nosferatu and completes the first Blood Rite
599 BC
- The next Blood Rite.
612 BC
- The third Blood Rite; the pattern is noticed and Bloody Jack gets his name.
625 BC
- The fourth Blood Rite.
638 BC
- The fifth Blood Rite
651 BC
- The sixth Blood Rite.
664 BC
- The seventh Blood Rite.
677 BC
- The eighth Blood Rite
690 BC
- The ninth Blood Rite.
703 BC
- The tenth Blood Rite; Bloody Jack severs the limbs of his victims. Evidence stolen from the police headquarters.
716 BC
- The eleventh Blood Rite; murders shop clerks.
729 BC
- The twelfth Blood Rite; all exsanguinated with 2 puncture wounds.
740 BC
- The Grand Conjunction strips Zherisia of its farmland; Paridon is beset by famine.
742 BC
- Roja attempts to wrest control of the Fang; the dopplegangers are exposed and paranoia cripples the city. Two Bloody Jack cycles (prostitutes and the elderly).
744 BC
- Timor and Paridon form the Zherisia cluster. Sodo is driven out of the sewers.
755 BC
- Emil Bollenbach builds a golem Bloody Jack. Sodo loses the Fang of the Nosferatu.
760 BC
- Present day.

Powers Checks

Caress (Betrayal and Violence: betrays one of the elders of his tribe: 32%; c542 BC):
- Contempt, Int +2
Enticement (Betrayal and Violence: more betrayal: 16%; c544 BC): Dex +4
Invitation (Betrayal and Violence: murderous betrayal: 16%; c546 BC): Con +4
Embrace (Betrayal and Violence: sadistic betrayal: 16%; c548 BC): Int +2, Wis +2
Creature (Betrayal and Violence: destroys all the elders in his tribe and assumes the form of the clan leader: 16%; 551 BC): Becomes darklord of Zherisia. Horrifying appearance, soothing touch, altered change self, immune to mind affecting effects, addicted to pain.

Base stats

S 18 D 13 C 12 I 113 W 14 Ch 13 (base doppleganger)
Levellng: Dex +1, Int +1
Powers Checks: Dex +4, Con +4, Int +4, Wis +2
Favoured class: skills
CR 11 (3 [base] + 6 [template] + 1 [darklord abilities] + 1 [PC level treasure])
760 BC (Current day stats)
CR 11
XP 12,800
Male Dread Doppleganger Rogue (Charlatan) 3 Master Spy 5
CE Medium Monstrous Humanoid (shapechanger)
Init: +4 (Dex) Senses: Darkvision 60 ft; Perception +15

Defense
AC 21 Touch 17 Flat-footed 16 (+4 Dex, +4 natural, +2 deflection, +1 dodge)
hp 99 (10 +3d10 +8d8 +36)
Fort +11, Ref +16, Will +15
Evasion
Immune to mind affecting effects

Offense
Spd 30 ft
Melee +13 2 claws (1d8+4 plus 4d6 sneak attack)
+13/+8 dagger (1d4+4)
Ranged +13/+8
Space/Reach: 5’/5’

Skills
Acrobatics +9 (0), Appraise +12 (5), Bluff +22 (7), Climb +13 (6), Diplomacy +12 (8), Disable Device +14 (3), Disguise +32 (7), Escape Artist +21 (8), Intimidate +11 (7), Knowledge (arcana) +15 (8), Knowledge (dungeoneering) +12 (5), Knowledge (history) +10 (3), Knowledge (local) +14 (7), Knowledge (nobility) +14 (7), Knowledge (religion) +10 (3), Linguistics +13 (6), Perception +15 (9), Sense Motive +17 (6), Sleight of Hand +12 (5), Stealth +20 (8), Use Magic Device +7 (3)
+20 Disguise while using change shape ability; +4 Bluff while using change shape ability

Languages
Zherisian*, Draconic, Aklo, Balok, Darkonese, Elven, Infernal, Vaasi, Abyssal, Rajian, Akiri

Treasure
(45,500 gp/62,000 gp)
Boots of elvenkind, cloak of elvenkind/resistance +2, hat of disguise, ring of invisibility, ring of protection +2, vest of escape

Special
Detect thoughts (at will)
Change self (alter self, monstrous physique I)
Mimicry
Perfect copy
Glamour
Underhanded (1/day)
Rumourmonger
Natural born liar (+2 bonus to Bluff after 1st successful Bluff for 24 hours)
Evasion
Sneak attack +4d6
Glib lie
Mask alignment
Elude detection (constant)
Nonmagical aura (2/day)
Superficial knowledge
Concealed thoughts
Quick change
Slippery mind
Immune to mind affecting effects
Horrifying appearance
Soothing touch
Addicted to pain
Sinkhole of evil

**With the Fang of the Nosferatu:**
DR 15/adamantine
SR 20
## Domains of Dread

### Tiyet (Sebua)
(The Amber Wastes)

#### Timeline

- **544 BC**: Born in the Black Land on the Prime Material Plane.
- **551 BC**: Pharaoh Ankhtepot is murdered in his sleep by his priests.
- **635 BC**: A few settlers begin building new buildings in Anhalla before Tiyet drives them off.
- **746 BC**: The Amber Wastes form.
- **760 BC**: Present day.

#### Powers Checks

- **Enticement** (Blasphemy and Betrayal: begins affair: 4%; 563 BC): Summon swarm.
- **Invitation** (Blasphemy: worship of Apophis: 16%; c563 BC): Control weather.
- **Embrace** (Black Magic, Blasphemy and Betrayal: uses black magic to escape justice for adultery: 100%; 564 BC): Becomes ancient dead.
- **Creature** (Violence: kills Pharaoh: 32%; 564 BC): Becomes darklord of Sebua.

#### Base stats

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**Racial**: Cha +2 (human)

**Levelling**: Cha +3

**Template**: Str +10, Dex +6, Int +2, Wis +8, Cha +4

**Favoured class**: skills

**CR 17** (12 [levels] + 4 [template] + 1 [PC-level treasure])

#### 760 BC (Current day stats)

**CR 17**

**XP 102,400**

Female Human Rogue (Deadly Courtesan) 6 Courtier 7 Rank 4 Ancient Dead

**NE Medium Undead (augmented humanoid)**

**Init**: +8 (Dex, feat)  
**Senses**: Darkvision 60 ft; Perception +25

**Defense**

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**Flat-footed 29** (+4 Dex, +8 natural, +8 armour, +3 deflection, +1 dodge)

**hp 166** (8 +12d8 +91 +13)

**Fort +4, Ref +13, Will +13**

**Evasion**

**Uncanny dodge**

**Immune fire**

**DR 5/-**

**Resist blows**

**Rejuvenation**
Domains of Dread

Channel resistance +5

**Offense**
Spd 30 ft
Melee +13 touch (1d4+4)
   +10 touch (1d4+10 with Power Attack)
   +13/+8 dagger (1d4+4, plus sneak attack)
Space/Reach: 5’/5’

S 18  D 19  C -  I 16  W 20  Ch 25
BAB +9  CMB +13  CMD 31 (26)

**Feats**
Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Bluff), Toughness, Iron Will

**Skills**
Acrobatics +15 (8), Appraise +9 (3), Bluff +30 (10), Climb +15 (8), Craft (calligraphy) +8 (2), Diplomacy +24 (10), Disguise +13 (3), Escape Artist +13 (6), Fly +8 (4), Handle Animal +12 (2), Intimidate +15 (5), Knowledge (arcana) +9 (3), Knowledge (geography) +10 (4), Knowledge (history) +11 (5), Knowledge (local) +12 (6), Knowledge (nature) +8 (2), Knowledge (nobility) +11 (5), Knowledge (religion) +11 (5), Perception +25 (13), Perform (dance) +14 (4), Perform (sing) +14 (4), Sense Motive +27 (11), Sleight of Hand +13 (6), Stealth +18 (11), Survival +11 (3), Use Magic Device +15 (5)

**Languages**
Akiri*, Draconic, Abyssal, Pharazian

**Treasure**
(100,000 gp/140,000 gp)
Amulet of natural armour +3, bracers of armour +8, ring of protection +3

**Special**
Sneak attack +4d6
Convincing lie (10 days)
Honeyed words
Evasion
Uncanny dodge
Bardic performance (13 rds)
   Fascinate (DC 20)
   Inspire competence +2
Detect poison
Rumourmonger
Bonus feat (Iron Will)
Elaborate defence +2
Flee
Glib lie
Contacts
Rejuvenation
Resist blows
Immune fire
Pristine appearance
Gaze of despair (DC 23)
Terrifying (2)
Kiss of death (1d4 Con, DC 23; permanent in Sebua)
Rending gaze (DC 23; save each round: sickened; staggered; nauseated; paralysed)
Summon swarm
Control weather
Change shape (owl, monkey)
Create spawn
Delay damage from touch
Demand submission (ancient dead)
Spell resistance 20
Dependence (hearts)
Mastery +7
Sinkhole of evil
Anton Misroi (Souragne)

Timeline
- c602 BC: Born in Prime Material Souragne.
- 635 BC: Kills wife and her “lover,” who kill him in turn. Souragne forms.
- c650 BC: Meets the Maiden of the Swamp and becomes a loah.
- 714 BC: Chicken Bone appears in Souragne.
- 760 BC: Present day.

Powers Checks
- Caress (Violence: violence and greed as plantation master: 4%; c622 BC): Xenophobia
- Enticement (Betrayal and Violence: murder of enemies and insubordinate servants: 16%; c630 BC): Gains bard level.
- Invitation (Betrayal and Violence: murder of wife’s lover: 8%; 635 BC): Str +2
- Embrace (Betrayal and Violence: murder of wife: 8%; 635 BC): Dex +2

Base stats
- S 12 D 14 C 11 I 15 W 8 Ch 15 (high fantasy)
- Racial: Dex +2 (human)
- Levelling: Int +1, Cha +3
- Template: Str +4, Dex +2 from corpse lord/Powers checks
- Favoured class: skills
- CR 20 (17 [levels] + 2 [template] + 1 [PC-level treasure])

760 BC (Current day stats)
- CR 20
- XP 307,200
- Male Human Corpse Lord Oracle 18
- LE Medium Undead (augmented humanoid)
- Init: +8 (Dex, feat)
- Senses: Darkvision 60 ft; Perception +15

Defense
- AC 35 Touch 18
- Flat-footed 31 (+4 Dex, +7 natural, +4 deflection, +10 armour of bones)
- hp 210 (8 + 17d8 +108 +18)
- Fort +13, Ref +16, Will +14
- Channel Resistance +11
- DR 5/magic or slashing
- Dr 10/bludgeoning with armour of bones
- Immune cold, electricity, magic missile
- Resist fire 10, acid 10

Offense
- Spd 30 ft
- Melee +20/+15/+10 unholy wounding rapier +3 (1d6+6+1 Con; crit 18+, +2d6 against good) plus slam +15 (1d6+4)
  - +20 slam (1d6+7)
- Ranged +17/+12/+7
- Space/Reach: 5'/5'
Domains of Dread

S 16  D 18  C -  I 16  W 8  Ch 18 (22)
BAB +13  CMB +16  CMD 34 (30)

Feats
Brew Potion, Craft Wondrous Item, Eschew Materials, Greater Spell Focus (necromancy), Improved Initiative, Lightning Reflexes, Oracular Intuition, Spell Focus (necromancy), Spell Penetration, Toughness, Undead Master, Weapon Finesse

Skills
Acrobatics +9 (0), Appraise +8 (5), Bluff +16 (7), Diplomacy +16 (7), Heal +7 (5), Intimidate +19 (10), Knowledge (geography) +10 (7), Knowledge (history) +10 (4), Knowledge (local) +10 (7), Knowledge (nature) +12 (9), Knowledge (planes) +24 (18), Knowledge (religion) +12 (6), Perception +15 (16), Perform (dance) +12 (6), Ride +12 (8), Sense Motive +19 (13), Spellcraft +20 (10), Stealth +9 (0), Survival +13 (14), Swim +8 (0), Use Magic Device +16 (10)

Languages
Sourgnien*, Darkonese, Druidic, Vaasi

Treasure
(400,000 gp/530,000 gp)
Unholy wounding rapier +3, headband of Charisma +4, amulet of mighty fists +3/amulet of natural armour +4, boots of elvenkind, cloak of elvenkind/cloak of resistance +4, gloves of swimming and climbing, lantern of revealing, ring of protection +4/ring of minor acid resistance, ring of greater revelation (armour of bones), staff of necromancy

Special
Legalistic
Spirit sense
Swamp strider
Swampwalk
Resist life
Voice of the grave (-6 save penalty)
Armour of bones
Miasma (DC 25)
Zombie master
Zombify
Illusion of humanity
Undying soul
Mastery +6
Sinkhole of evil

Spells
DC 16 + spell level, 18 + spell level for Necromancy; CL +20 vs SR
At will – dancing lights, prestidigitation, ghost sound, mage hand, detect magic, read magic, spark, detect poison, create water
8/day – inflict light wounds, cause fear, charm person, comprehend languages, hideous laughter, murderous command, ray of sickening
8/day – inflict moderate wounds, false life, instrument of agony, augury, hold person, desecrate, death knell
7/day – inflict serious wounds, animate dead, bestow curse, sands of time, water walk, wind wall
Domains of Dread

7/day – inflict critical wounds, fear, divine power, divination, imbue with spell ability, fleshworm infestation

7/day – mass inflict light wounds, slay living, scrying, unhallow, raise dead, righteous might

7/day – mass inflict moderate wounds, circle of death, plague storm, harm, antilife shell

6/day – mass inflict serious wounds, control undead, blasphemy, ethereal jaunt, control weather

5/day – mass inflict critical wounds, horrid wilting, unholy aura, oath of blood

3/day – wail of the banshee, cursed earth
Chardath Spulzeer (Aggarath)

Timeline
136 BC  Construction begins on Castle Spellseer in Amn in Prime Material Toril. Completed 40 years later.
183 BC  Kartak Spellseer born.
217 BC  Kartak is convicted of a string of murders and flees.
219 BC  Tregas Spellseer changes the family name to Spulzeer to distance the family from Kartak.
237 BC  Kartak becomes a lich.
569 BC  Kartak is killed and trapped bodiless in Castle Spulzeer.
c694 BC  Chardath born.
c695 BC  Marble born.
696 BC  Kelamar Spulzeer lynched. Kaisha Spulzeer arrives at the Castle.
729 BC  Kaisha dies. Chardath becomes lord of Castle Spulzeer, falls under the sway of Kartak’s phylactery, and murders Marble.
749 BC  Finds Maleffluent and given half of Kartak’s powers by a genie. Aggarath forms. The dagger is held by cultists who believe it holds a trapped fiend.
c751 BC  Aggarath comes into the possession of Professor Arcanus.
c755 BC  Chardath finally learns how to harness the remains of Kartak’s power.
760 BC  Present day.

Powers Checks
Caress (Blasphemy: unnaturally close love for Marble: 8%; c710 BC): Incipient madness
Invitation (Violence: has rogues hunt down and beat up Esmerel, his first love, for leaving him: 16%; c739 BC): Minor magic.
Embrace (Blasphemy: years and years of debauchery: 4%; 749 BC): Finds Maleffluent and the genie.
Creature (Violence: attempts to destroy Kartak: 4%; 749 BC): Becomes darklord of Aggarath.

Base stats
S 15 D 13 C 15 I 15 W 8 Ch 8 (high fantasy)
Racial: Dex +2 (human)
Levelling: Dex +2
Aging: old
Madness: Int -1, Wis -4, Cha -2
Favoured class: hp
CR 9 (8 [levels] + 2 [PC-level treasure] - 1 [madness, age penalties])

760 BC (Current day stats)
CR 9  XP 6,400
Male Human Magus 9
CE Medium Humanoid (human)
Init: +4 (Dex) Senses: Perception +7
Defensive Abilities
AC 18 Touch 16  Flat-footed 14 (+4 Dex, +2 natural, +2 deflection)
hp 71 (8 + 8d8 + 9 + 9)
Fort +9, Ref +9, Will +6

Offense
Spd 30 ft
Melee +11/+6 vorpal improved incorporeal bane (+3/+3d6) battleaxe +2 (1d8+4; crit x3)
+9/+4 vorpal improved incorporeal bane (+3/+3d6) battleaxe +2 (1d8+11; crit x3)
with Power Attack
+8/+3
Ranged +10/+5
S 12 (14)  D 14 (18)  C 12  I 16  W 6  Ch 8
BAB +6  CMB +8  CMD 24 (20)

Feats
Extra Arcane Pool, Intensified Spell, Lunge, Power Attack, Spell Penetration, Toughness,
Weapon Focus (battleaxe)

Skills
Acrobatics +13 (9), Appraise +5 (2), Bluff +7 (8), Knowledge (arcana) +12 (6), Knowledge
(local) +8 (5), Perception +7 (9), Sense Motive +7 (9), Spellcraft +12 (6)

Languages
Vaasi*, Elven, Draconic, Infernal

Treasure
(170,000 gp)
Amulet of natural armour +2, belt of Str +2/Dex +4, cloak of resistance +2, ring of protection
+2

Malefluent: vorpal improved incorporeal bane (+3/+3d6) battleaxe +2; detect magic and find
traps at will; major image 2/day; haste 3/day; Int 17, Wis 10, Cha 17; Ego 21; can’t dominate
Chardath

Special
Spellstrike
Spell recall
Improved spell combat
Arcane pool (+3; 9/day)
Arcane accuracy (+3; 1 point)
Arcane strike (2 points; melee attacks as touch attacks)
Empowered magic (1/day)
Knowledge pool
Mad
Summon earth elementals (3/day: 1 large, 1 medium, 1 small)
Undying soul
Sinkhole of evil
Spells
(5/6/5/4); DC 13 + spell level
  0 – acid splash, arcane mark, dancing lights, daze, detect magic, disrupt undead, flare, ghost sound, light, mage hand, open/close, prestidigitation, ray of frost, read magic, spark (all)
  1 – shocking grasp, enlarge person, colour spray, grease, shield, mage armour, ray of enfeeblement, vanish
  2 – bear’s endurance, frigid touch, glitterdust, mirror image, pyrotechnics, web
  3 – fly, force hook charge, ray of exhaustion, slow, stinking cloud, vampiric touch
**The God Brain (Bluetspur)**

**Timeline**
- **581 BC**: Illithids spawn Bluetspur from the land once known as Thaan. Refugees flee from the rural areas into Barovia; the people in the cities are never heard from again.
- **739 BC**: Vampiric illithids created by the High Master Illithid and Lyssa von Zarovich.
- **740 BC**: The Grand Conjunction rips Bluetspur out of the Core.
- **760 BC**: Present day.

**Powers Checks**
Unknown.

Possibly created deliberately by the illithids, as either an experiment or to trap the God Brain.

Possibly created as a normal (perhaps the first, or the last) elder brain, or when Seldrid (a human) formed an obscene alliance with the illithids to preserve their dying elder brain.

**Base stats**
Unique

**760 BC (Current day stats)**
- **CR 20**  
- **XP 307,200**  
- **Neuter Illithid Elder Brain**  
- **LE Gargantuan Aberration**  
- **Init: +9 (Int)**  
- **Senses: Blindsight 100 ft; Perception +32**  

**Defense**
- **AC 29**  
- **Touch 12**  
- **Flat-footed 29 (-2 Dex, +17 natural, +8 deflection, -4 size)**  
- **hp 373 (8 + 19d8 +280), regeneration 5**  
- **Fort +20, Ref +4, Will +21**  
- **DR 10/-**  
- **Immune cold, mind-affecting effects, paralysis, poison, sleep, stun, critical hits, sneak attacks**  
- **Resist fire 10, electricity 10**  
- **SR 30**

**Offense**
- **Spd Swim 15 ft**
- **Melee +16 8 tentacles (1d6+1 plus grab +2d6 sneak)**
- **Ranged +13**
- **Space/Reach: 20'/10’**
- **S 12 D 7 C 38 I 28 W 29 Ch 26**
- **BAB +15**  
- **CMB +20**  
- **CMD 36**

**Feats**
- Spell Penetration, Spell Focus (enchantment), Greater Spell Focus (enchantment), Quicken Spell-like Ability (*mass suggestion*), Quicken Spell-like Ability (*dominate person*), Great Fortitude, Lightning Reflexes, Iron Will, Improved Iron Will, Ability Focus (*nightmare*)

**Skills**
- Bluff +28 (20), Intimidate +31 (20), Knowledge (arcana) +32 (20), Knowledge (dungeoneering) +29 (20), Knowledge (local) +19 (10), Knowledge (nature) +19 (10),
Domains of Dread

Knowledge (planes) +29 (20), Knowledge (religion) +29 (20), Perception +32 (20), Sense Motive +32 (20), Spellcraft +32 (20), Stealth +6 (20), Swim +29 (20), Use Magic Device +28 (20)

Languages
Telepathy 100 ft

Treasure
None

Special
Extended compulsions (all compulsions +50% duration)
Evisceration (as mi-go)
Mind blast (at will, stunned 3d4 rds, DC 28, 60 ft cone)
Mind thrust (20d10 damage, DC 28, as neothelid)
Psychic crush (DC 28, as neothelid)
Telepathic awareness (constant detect thoughts, 1 mile spread, DC 28)
Psychic drone (on surface: Will save or shaken, DC 18; underground/on Mt Makab: Will save or sickened, DC 23; beneath Mt Makab: Will save or as sickened with -4 penalty, DC 28; in presence: Will save or staggered, DC 28)
Agile mind (use Int for initiative)
Seeds of madness (any mental contact requires two Madness saves, DC 28; DC 23 in other domains)
Far reaching (can use mind-affecting SLAs anywhere in Bluetspur as though it originated from that position, but loses that power for 24 hours; can use them in other domains, but lose them for 1 week)
Mastery +8
Sinkhole of evil

Spell-like abilities
DC 18 + spell level; DC 20 + spell level for Enchantment (and nightmare); CL 22 for spell resistance

Constant – detect magic, resistance, arcane sight

At will:
2 – hypnotic pattern, touch of idiocy, mad hallucination
3 – clairaudience/clairvoyance, seek thoughts, major image, suggestion, unadulterated loathing
4 – fear, phantasmal killer, charm monster, overwhelming grief, moonstruck, confusion, crushing despair, malicious spite, terrible remorse
5 – dream, wall of force, telekinesis, nightmare, mass pain strike, sending, sending, feeblemind, dominate person

3/day:
6 – greater dispel magic, repulsion, enemy hammer, mass suggestion
7 – greater scrying, waves of exhaustion, mass hold person, insanity
8 – demand, mass charm monster
9 – gate (within Ravenloft only), weird, dominate monster, mass hold monster
Quickened mass suggestion, quickened dominate person
Haki Shinpi (Rokushima Taiyoo)

Timeline
- c705 BC: The first of his 6 sons are born.
- 740 BC: Divides his empire among his sons and dies (perhaps by hara-kiri for an honourable death). Becomes a geist and darklord of Rokushima Taiyoo. Within 6 weeks, 2 of his sons are murdered.
- 760 BC: Present day.
- c763 BC: The Scattered Lotus Archipelago forms

Powers Checks
- Caress (Violence: during his conquest: 2%; c700 BC): Reputation as great and noble leader, but unites enemies against him.
- Enticement (Blasphemy: twisting the bushido: 4%; c710 BC): Loses samurai abilities. Clan members increase in loyalty.
- Invitation (Betrayal and Violence: dishonourably turning his enemies against each other: 16%; c720 BC): Regains samurai abilities.
- Embrace (Blasphemy, Betrayal and Violence: dishonouring his enemies to crush them with despair: 16%; c730 BC): Frightening presence?
- Creature (Betrayal: divides his kingdom amongst all his sons instead of naming one successor: 4%; 740 BC): Becomes a geist upon death and darklord of Rokushima Taiyoo.

Base stats
- S 15 D 14 C 14 I 10 W 12 Ch 11 (high fantasy)
- Racial: Cha +2 (human)
- Levelling: Str +1, Dex +1, Cha +1
- Template: Cha +2
- Aging: Old
- Favoured class: skills
- CR 11 (11 [levels] + 2 [template] - 2 [lack of resources])

760 BC (Current day stats)
- CR 11
- XP 12,800
- Male Old Human Samurai 12 First Magnitude Geist
- LE Medium Undead (Augmented humanoid, human, incorporeal)
- Init: +1 (Dex) Senses: Darkvision 60 ft; Perception +25
- Aura: frightful presence (10 ft, DC 20)

Defense
- AC 15 Touch 15
- Flat-footed 14 (+1 Dex, +4 deflection)
- hp 118 (10 +11d10 +48)
- Fort +12, Ref +5, Will +8
- Immune Undead traits
- Incorporeal
- SR 22
- Channel resistance +2
- Greater resolve (6/day)
- Rejuvenation
Offense
Spd Fly 20 ft. (perfect)
Melee [ethereal only] +16/+11/+6 katana +2 (1d8+3, crit 18+; +12 damage, -2 target AC with challenge; +6 to confirm critical hits with katana)
+13/+8/+3
Ranged +13/+8/+3
Space/Reach: 5'/5'
S - (13) D 12 C - I 12 W 14 Ch 18
BAB +12 CMB +13 CMD 28 (27)

Feats
Critical Focus, Deceitful, Flagbearer, Iron Will, Mounted Combat, Persuasive, Ride-by Attack, Spirited Charge, Weapon Focus (katana)

Skills
Bluff +17 (8), Diplomacy +16 (7), Fly +11 (0), Handle Animal +11 (4), Intimidate +17 (8), Knowledge (geography) +8 (7), Knowledge (history) +9 (5), Knowledge (local) +9 (8), Knowledge (nobility) +15 (5), Perception +25 (12), Ride +7 (9), Sense Motive +16 (11)

Languages
Rokuma*, Draconic

Treasure
(14,200 gp/21,000 gp)
Katana +2, o-yoroi +2

Special
No mount (invalidates Mounted Archer, and several feats)
Banner (allies gain +3 save vs fear, +2 to hit on charge, +1 to attack and damage otherwise)
Greater resolve (6/day; reroll Fort and Will saves)
Honour in all things (3/day; +4 to saves)
Honourable stand (1/day)
Warrior’s demanding challenge (4/day; +12 attack, -2 AC vs others, DR 4/- against target)
Way of the samurai (reroll 3 times)
Rejuvenation
Geist
Spell resistance 22
Phantasmagoria (2/day); if he appears in illusions, can appear with frightful presence
Death’s calling (can’t affect sons or those directly acting on their orders)
Reduced channel resistance
Sinkhole of evil
Hernando Mouriros (Mictlan)

Timeline
703 BC  Born in Turon in the Holy Empire.
713 BC  His mother dies. He swears to make something of his life and joins the guards.
719 BC  Joins the Imperial Army.
730 BC  The Imperial Crusade begins.
740 BC  Has his father murdered and cuts off communication with his family.
746 BC  Mictlan forms.
760 BC  Present day.

Powers Checks
Caress (Betrayal: uses blackmail, adultery and bribery to rise through the ranks: 4%; 722 BC): Reputation for cruelty.
Enticement (Violence: brutality to people under his command: 4%; 725 BC): Cha +2
Invitation (Violence: cruelty during the Crusade: 8%; 735 BC): Inflict pain
Embrace (Betrayal and Violence: has his father murdered: 8%; 740 BC): Cause disease
Creature (Violence: butchers a city in Mictlan: 32%; 746 BC): Becomes darklord of Mictlan. Men are cursed. Burn. SR.

Base stats
S 12  D 15  C 13  I 15  W  8  Ch 13 (high fantasy)
Racial: Dex +2 (human)
Levelling: Int +1, Cha +1
Aging: middle aged
Powers checks: Cha +2
Favoured class: skills
CR 12 (10 [levels] + 1 [PC-level treasure] + 1 [darklord abilities])

760 BC (Current day stats)
CR 12  XP 19,200
Male Human Cavalier (Strategist) 11
LE Medium Humanoid (Human)
Init: +3 (Dex)  Senses: Perception +10
Defense
AC 25  Touch 15   Flat-footed 22 (+3 Dex, +7 armour, +2 shield, +1 natural, +2 deflection) [+3 to target/-2 to others with challenge]
hp 76 (10 + 10d10 + 11)
Fort +9, Ref +7, Will +3
25% fortification
SR 23
Offense
Spd 30 ft
Melee +2 rapier +17/+12/+7 (1d6+2; crit 15+)
  +2 rapier +21 (1d6+2; crit 15+ plus manoeuvre) on charge
  +2 rapier +17/+12/+7 (1d6+13; crit 15+) with challenge
  +14/+9/+4
Ranged +2 distance pistol +16/+11/+6 (1d8+2; crit x4, range 40 ft, ignore armour, misfire 1; 2 with paper cartridges; plus Point Blank Shot)
   +2 distance pistol +13/+8/+3 (1d8+8; crit x4 with Deadly Aim; plus Point Blank Shot)
Space/Reach: 5’/5’
S 11   D 16   C 12   I 17   W 9   Ch 17
BAB +11   CMB +11   CMD 26 (23)

Feats
Deadly Aim, Improved Critical (rapier), Mounted Combat, Point Blank Shot, Precise Shot, Rapid Reload (pistol), Shield Wall, Target of Opportunity, Weapon Finesse, Weapon Focus (rapier)

Skills
Appraise +7 (4), Bluff +17 (11), Climb +8 (5), Diplomacy +17 (11), Handle Animal +10 (4), Intimidate +17 (11), Knowledge (engineering) +5 (2), Knowledge (history) +5 (2), Knowledge (local) +7 (1), Knowledge (nature) +4 (1), Knowledge (nobility) +7 (1), Knowledge (religion) +5 (2), Perception +10 (11), Ride +17 (11), Sense Motive +13 (11), Survival +5 (6), Swim +8 (5)

Languages
Turonese*, Mictlani, Draconic, Elven

Treasure
Buckler +1, light fortification mithral breastplate +1, distance pistol +2, rapier +2, amulet of natural armour +1/periapt of health, cloak of resistance +1, knight’s pennon of battle, ring of protection +2

Special
Animal companion link
Banner (+3/+2)
Drill instructor (15 min)
Greater tactician (Shield Wall or Target of Opportunity, 8 rds, 3/day)
Lion’s call (+3/+1)
For the King (+3 attack and damage, 1 rd)
Challenge (+11 damage, +3 dodge to AC)
Cavalier’s charge
Mighty charge
Inflict pain (nauseated 1 rd, touch, Will DC 18)
Cause disease (touch, at will, Fort DC 18)
Burn (on death; as ring of retribution)
Mastery +3
Sinkhole of evil

Warhorse
Init +3; Senses lowlight vision, scent; Perception +9
AC 26, touch 12, flat-footed 23 (+3 Dex, +10 natural, -1 size, +4 armour)
Hp 76 (9d8+36)
Fort +10,   Ref +9,   Will +4; devotion +4
Speed 50’
Melee bite +11 (1d4+6) plus 2 hooves +11 (1d6+1)
Space 10 ft/5 ft
Domains of Dread

S 22  D 16  C 18  I 2  W 12  Ch 6
BAB +6  CMB +13 (+4 overrun)  CMD 26 (28 vs overrun, 30 vs trip) (23)
Multiattack, Endurance, Improved Overrun, Greater Overrun, Power Attack, Run; Acrobatics
+7 (3), Perception +9 (5), Swim +8 (1); Link, evasion; Attack, Combat Riding, Come,
Defend, Down, Fetch, Guard, Heel, Perform, Stay, Work
Equipment: Chain barding
Domains of Dread

Ilsabet Obour (Kislova)

Timeline
732 BC Peto born.
737 BC Born in Prime Material Kislova.
740 BC Ilsabet’s mother dies. War with Tygelt breaks out
743 BC Begins training under Jorani. Orders the mutilation of the rebel leader. Janosk attacks Sundell and is beheaded. Begins poisoning prisoners.
744 BC Peto marries Marishka. Ilsabet poisons her and Greta.
746 BC Creates the alchemical vampires. Lekai born.
747 BC Murders Sagesse.
748 BC Poisons Peto and Jorani and loses Lekai. Kislova forms.
760 BC Present day.

Powers Checks
  Caress (Violence: orders the mutilation of the rebel leader: 4%; 743 BC): Dark warns Sundell of Kislova’s treachery.
  Enticement (Violence and Betrayal: poisons Marishka: 16%; 744 BC): Vampiric Charisma +4
  Embrace (Blasphemy and Violence: murders Sagesse: 8%; 747 BC): Vampiric Charisma +6
  Creature (Betrayal and Violence: poisons Peto and turns Jorani into an alchemical vampire: 16%; 748 BC): Becomes darklord of Kislova. Vampiric Charisma +8

Base stats
S 9 D 15 C 14 I 15 W 13 Ch 9 (high fantasy)
Racial: Int +2 (human)
Levelling: Int +3
Powers checks: Cha +8
Favoured class: hp
CR 13 (11 [levels] + 1 [PC-level treasure] + 1 [darklord abilities])

760 BC (Current day stats)
CR 13 XP 25,600
Female Human Alchemist (Reanimator) 12
LE Medium Humanoid (human)
Init: +2 (Dex) Senses: Perception +20
Defense
AC 20 Touch 15 Flat-footed 17 (+2 Dex, +3 armour, +2 natural, +1 dodge, +2 deflection)
hp 92 (8 + 11d8 + 24)
Fort +15, Ref +13, Will +8
Immune poison
Resist acid 10
**Domains of Dread**

**Offense**
Spd 30 ft
Melee +9/+4 wounding dagger +1 (1d4; crit 19+ plus poison)
   +8
Ranged +12 bomb (5d4+5 fire)
S 9   D 15   C 14   I 20   W 13   Ch 17
BAB +9   CMB +8   CMD 26 (23)

**Feats**
Alertness, Brew Potion, Defensive Combat Training, Deft Hands, Dodge, Ghostsight, Great Fortitude, Master Alchemist, Throw Anything

**Skills**
Appraise +12 (4), Bluff +15 (12), Craft (alchemy) +27 (12), Diplomacy +11 (8), Disable Device +9 (2), Heal +12 (8), Knowledge (arcana) +12 (4), Knowledge (dungeoneering) +6 (1), Knowledge (geography) +6 (1), Knowledge (history) +6 (1), Knowledge (local) +6 (1), Knowledge (nature) +16 (8), Knowledge (nobility) +7 (2), Knowledge (planes) +6 (1), Knowledge (religion) +7 (2), Perception +20 (12), Sense Motive +12 (9), Sleight of Hand +21 (12), Spellcraft +9 (1), Stealth +14 (12), Survival +8 (4), Use Magic Device +10 (4)

**Languages**
Kislovan*, Draconic, Infernal, Abyssal, Elven, Dwarven

**Treasure**
(81,000 gp/108 gp)
Wounding dagger +1, amulet of natural armour +2/necklace of adaptation, bracers of armour +3, cauldron of brewing, cloak of resistance +3, ring of minor acid resistance, ring of protection +2
Lots of poisons

**Special**
Alchemy +12
Swift alchemy
Bomb (5d4+5; DC 21)
Mutagen
Poison use
Fast poisoning (swift action)
Concentrate poison
Poison conversion
Sticky poison
Alchemical vampire (create alchemically empowered obyri; as alchemical zombie)
Bottled ooze
Infusion
Vampiric Charisma (must feed off another’s pain each day, or loses 1 Cha to minimum of 9)
Altered spelllist
Mastery +3
Sinkhole of evil

**Formulae**
(7/6/5/4); DC 15 + spell level
1 – detect undead, cure light wounds, disguise self, endure elements, expeditious retreat, identify, keen senses, true strike, vocal alteration, youthful appearance, cause fear
Domains of Dread

2 – alchemical allocation, blistering invective, blood transcription, darkvision, delay poison, false life, protection from arrows, touch injection, transmute potion to poison

3 – lesser animate dead, absorb toxicity, amplify elixir, arcane sight, haste, displacement, cure serious wounds

4 – detonate, freedom of movement, neutralise poison, vitriolic shield, universal formula, stoneskin, moonstruck
**Domains of Dread**

### Jack Karn (Farelle)

**Timeline**
- **c690 BC**: Born in the Wildlands.
- **696 BC**: Driven out of the Wildlands after nearly causing the extinction of jackals.
- **697 BC**: Attacks the tinker and cursed. Farelle forms.
- **760 BC**: Present day.

**Powers Checks**
- **Caress** (Violence: vicious predation against the creatures of the Wildlands: 4%; c695 BC): Driven away from pack; pack nearly destroyed.
- **Enticement** (Betrayal and Violence: leading Crocodile to his pack: 8%; c696 BC): DR. Retains intelligence.
- **Invitation** (Violence and Betrayal: attacking townsfolk: 8%; c697 BC): Dominate canines.
- **Embrace** (Violence: attacking the Vistani: 8%; 697 BC): Immunities.
- **Creature** (Betrayal and Violence: savaging the tinker: 16%; 697 BC): Becomes a jackalwere and darklord of Farelle.

**Base stats**
- **S 19 D 19 C 19 I 10 W 12 Ch 14** (base jackalwere with class levels)
- **Levelling**: Str +1, Con +1
- **Favoured class**: skills
- **CR 10 (2 [base] + 7 [levels] +1 [darklord abilities] + 1 [PC treasure])**

**760 BC (Current day stats)**
- **CR 10**
- **XP 9,600**
- **Male Jackalwere Barbarian (Savage Barbarian) 8**
- **CE Medium Magical Beast (shapechanger) [human and hybrid form]**
- **Init**: +4 (Dex) **Senses**: Darkvision 60’, low light vision, scent; Perception +11

**Defense**
- **AC 24**
- **Touch 18**
- **Flat 17 (+4 Dex, +4 natural, +3 dodge, +2 armour, +1 deflection) [-2 in rage]**
- **Hp 138**
- **(10 + 3d10 + 8d12 + 60 + 8) [+36 in rage]**
- **Fort +16**
- **Ref +11**
- **Will +6 (+2 vs fear) [+4 superstition, +2 Will in rage]**
- **DR 5/cold iron**
- **Improved uncanny dodge**
- **Immune nausea, sickening, mind affecting effects, evil eye, savage weapons**

**Offense**
- **Spd 40’**
- **Melee Unarmed strike +14/+9 (1d3+6)**
- **Bite +14 (1d6+9) [hybrid only]**
- **Bite +16 (1d6+11 plus grappling bonuses) [raging]**
- **Bite +13 (1d6+17 plus grappling bonuses with Power Attack) [raging]**
- **Space/Reach**: 5'/5’
- **S 20 [24]**
- **D 19**
- **C 20 [26]**
- **I 10**
- **W 12**
- **Ch 14**
- **BAB +8**
- **CMB +13 [+15]**
- **CMD 31 (24)**
CE Small Magical Beast (shapeshaper) [jackal form]
Init: +4 (Dex) Senses: Darkvision 60’, low light vision, scent; Perception +11

**Defense**
AC 25 Touch 19 Flat 18 (+4 Dex, +4 natural, +3 dodge, +2 armour, +1 deflection, +1 size) [-2 in rage]
Hp 138 (10 + 3d10 + 8d12 + 60 + 8) [+36 in rage]
Fort +16 Ref +11 Will +6 (+2 vs fear) [+4 superstition, +2 Will in rage]
DR 5/cold iron
Improved uncanny dodge
Immune nausea, sickening

**Offense**
Spd 50’
Melee Bite +15 (1d6+9)
  Bite +17 (1d6+11 plus grappling bonuses) [raging]
  Bite +14 (1d6+17 plus grappling bonuses with Power Attack) [raging]
Space/Reach: 5'/5’
S 20 [24] D 19 C 20 [26] I 10 W 12 Ch 14
BAB +8 CMB +12 [+14] CMD 30 (23)

**Feats**
Alertness, Cleave, Cleaving Finish, Dodge, Power Attack, Raging Vitality

**Skills**
Acrobatics +11 (4), Bluff +9 (5), Climb +13 (5), Craft (blacksmith) +4 (1), Handle Animal +8 (3), Intimidate +13 (8), Knowledge (nature) +9 (6), Perception +11 (5), Sense Motive +3 (0), Stealth +11 (4), Survival +12 (6), Swim +10 (2)
[+2 Str based skills in rage]
*Jackal form:* +4 Stealth

**Languages**
Farellean* 

**Treasure**
(25000 gp/33000 gp)
Amulet of mighty fists +1, amulet of natural armour +2, bracers of armour +2, cloak of resistance +2, ring of protection +1

**Special**
DR 5/cold iron
Sleep gaze (DC 13)
Weapon intuition
Change shape (jackal form: 12 min/day, then make Will save (DC 1/min cumulative) or forced into human form; hybrid: ten times that.)
Rage (23 rounds/day)
Fast movement
Animal fury
Internal fortitude
Intimidating glare
No escape
Superstition
Improved uncanny dodge
Naked courage
Domains of Dread

Dominate canines
Immune to weapons from savage cultures
Cannot strike first blow (nauseated)
Undying soul
Mastery +2
Sinkhole of evil
Ke Le Thanh (Dat Cua Nhen)

Timeline

c480 BC The Empire conquers the Cua Song delta, crushing its indigenous peoples beneath a foreign elite.
611 BC Foreigners begin trading with the Empire; in false history, these are now believed to be Rokuma.
680 BC A trade war breaks out between the Empire and the Rokuma.
684 BC The Rokumans crush the Empire and force it to open its borders; they are ceded the city of Cua Song as a trading post.
697 BC Born in Prime Material Cua Song.
715 BC Leads revolt against city leaders; wife, his family and most of his criminal gang are killed or executed in retaliation.
725 BC Rebuilds position as major crime lord in Cua Song. Remarries, but all his sons turn out to be killed, sick, or imbeciles.
735 BC Ke Meo Hoa, his daughter, born. The governor’s mansion burns down. Dan Cua Nhen forms.
760 BC Present day.
763 BC The Scattered Lotus Archipelago forms.

Powers Checks

Enicement (Betrayal and Violence: actions as criminal: 4%; c720 BC): Dominate person (1/day)
Invitation (Betrayal and Violence: murder to wrest control of criminal empire: 8%; 725 BC): Dominate person (3/day)
Embrace (Betrayal: hypocrisy of selling opium to fund criminal empire: 8%; 726 BC): Dominate person (at will)
Creature (Violence: murder of the governor’s family in fire, vows genocide: 32%; 735 BC): Becomes darklord of Dan Cua Nhen.

Base stats

S 12 D 15 C 13 I 14 W 11 Ch 12 (high fantasy)
Racial: Int +2 (human)
Levelling: Wis +1, Dex +1
Aging: old
Favoured class: skills
CR 10 (10 [levels] + 1 [PC-level treasure] - 1 [aging])

760 BC (Current day stats)

CR 10 XP 9,600
Male Human Ninja 6 Wizard (Scrollmaster) 5
LE Medium Humanoid (human)
Init: +6 (Dex, feat) Senses: darkvision 60 ft; Perception +17
Defense
AC 14 Touch 14 Flat-footed 12 (+2 Dex, +2 deflection, plus scroll shield)
hp 48 (8 + 5d8 + 5d6)
Fort +5, Ref +10, Will +13 (reroll once per day)
Uncanny dodge
**Domains of Dread**

**Offense**
Spd 30 ft, light steps  
Melee masterwork dagger +8/+3 (1d4-1; crit 19+ plus 3d6 sneak)  
Scroll blade +8/+3 (plus enhancement) (1d6-1 plus enhancement plus 3d6 sneak) plus Ki Attack  
Ranged Shuriken +8/+3 (1d2-1 plus 3d6 sneak; range 10’) plus Ki Attack plus Point Blank Shot  
  Shuriken +6/+6/+1 (1d2-1 plus 3d6 sneak with Rapid Shot)  
  Shuriken +6/+6/+6/+1 (1d2-1 plus 3d6 sneak with Flurry of Stars)  
  Shuriken +4/+4/+4/+4/+4/+1 (1d2-1 plus 3d6 sneak with both)  
  Hand of the apprentice scroll blade +11 (1d6-1 plus enhancement plus 3d6 sneak; range 30’)

Space/Reach: 5’/5’

S 9 D 13 (15) C 10 I 18 (20) W 14 (16) Ch 14 (16)

BAB +6 CMB +5 CMD 19 (17)

**Feats**
Focused Spell, Improved Initiative, Improved Iron Will, Iron Will, Point Blank Shot, Quick Draw, Rapid Shot, Scribe Scroll, Weapon Finesse

**Skills**
Acrobatics +11 (6), Appraise +9 (1), Bluff +16 (10), Climb +8 (6), Craft (alchemy) +13 (5), Diplomacy +17 (5; 11 with headband), Disable Device +8 (3), Disguise +10 (4), Escape Artist +13 (8), Intimidate +11 (5), Knowledge (arcana) +13 (5), Knowledge (dungeoneering) +9 (1), Knowledge (engineering) +9 (1), Knowledge (geography) +9 (1), Knowledge (history) +9 (1), Knowledge (local) +13 (5), Knowledge (nature) +9 (1), Knowledge (nobility) +11 (3), Knowledge (planes) +9 (1), Knowledge (religion) +9 (1), Perception +17 (11), Sense Motive +17 (11), Sleight of Hand +13 (8), Spellcraft +11 (3), Stealth +14 (9), Swim +5 (3), Use Magic Device +8 (2)

**Languages**
Cua Song*, Rokuma, Draconic, Vechorite, Rajian, Mordentish

**Treasure**
(62,000 gp/82,000 gp)  
Belt of Dex +2, cloak of resistance +2, goggles of night, headband of Int/Wis/Cha +2, ring of protection +2, ring of minor spell storing  
Lots of scrolls and poisons

**Special**
Sneak attack +3d6  
Poison use  
No trace +2  
Uncanny dodge  
Light steps  
Ki pool (6/day)  
Ki attack – speed  
Ki movement  
Ki stealth  
Flurry of stars  
Smoke bombs  
Poison bombs
Hand of the apprentice (8/day)
Scroll blade (defending, keen, ki focus, shock, shocking burst, speed)
Scroll shield
Dominate person (DC 18; as vampire ability)
Mastery +3
Sinkhole of evil

Spells
(4/5/3/2); DC = 15 + spell level
0 – acid splash, arcane mark, bleed, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, haunted fey aspect, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, spark, touch of fatigue (all)
1 – shield, illusion of calm, disguise self, silent image, lock gaze, memory lapse, true strike, reduce person, mage armour, identify
2 – invisibility, mirror image, hideous laughter, detect thoughts, see invisibility, accelerate poison, knock, whispering wind
3 – keen edge, haste, lightning bolt, dispel magic, deep slumber, hold person, suggestion, clairaudience/clairvoyance
Leederik (the Phantom Lover)  
(Leederik’s Tower)

Timeline
Unknown.

Hypothetically:
c450 BC  Black dragon born on Prime Material. Possibly in Cormyr on Toril.
c564 BC  Falls in love with a human woman. Content to watch her from afar.
c565 BC  Kills her lover to take his place. She kills herself, and he commits suicide over her grave. Leederik’s Tower forms.
760 BC  Present day.

Powers Checks
Caress (Violence: eating virgin sacrifices: 4%; c525 BC): Desire to be loved; able to feel love for humans.
Enticement (Black Magic and Violence: murders village to power a spell with their misery that will enable him to disguise himself as a human: 32%; c550 BC): Disguise self.
Invitation (Betrayal: stalks his beloved from afar, watching her disguised as a gargoyle or a human: 2%; c564 BC): Change shape. Loses some dragon abilities.
Embrace (Black Magic: seeks to become a perfect copy of his beloved’s lover: 8%; c565 BC): Improved disguise self. She will not be fooled.

Base stats
S 25  D 12  C 21  I 14  W 17  Ch 14  (base dragon)
Template: Cha +10
CR 12  (6 [base] + 5 [template] + 1 [darklord abilities])

760 BC (Current day stats)
CR 12  XP 19,200
Male Black Dragon Fifth Magnitude Ghost
LE Medium Undead (augmented dragon, incorporeal)
Init: +5  (Dex, feat)  Senses: dragon senses, lowlight vision, blindsense 60 ft, darkvision 120 ft; Perception +32
Aura: frightful presence (lover’s room or 180 ft, DC 24)

Defense
AC 18  Touch 18  Flat-footed 17  (+1 Dex, +7 deflection)
hp 164  (8 + 13d8 + 98)
Fort +14, Ref +10, Will +12
Channel resistance +13
Incorporeal
DR 5/blessed weapons
Rejuvenation
Immune acid, undead traits
SR 22
## Domains of Dread

### Offense
Spd Fly 30 ft (perfect)
Melee incorporeal touch +10 (1d4 Str drain, DC 24)
Space/Reach: 5'/5'

S – (25)  D 12  C -  I 14  W 17  Ch 24
BAB +9  CMB +10  CMD 27 (26)

### Feats
Alertness, Improved Initiative, Improved Vital Strike, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

### Skills
Fly +34 (14), Handle Animal +21 (14), Intimidate +24 (14), Knowledge (arcana) +19 (14), Perception +32 (14), Spellcraft +19 (14), Stealth +29 (14), Swim +32 (14)

### Languages
Draconic*, Vaasi, Giant, tongues

### Treasure
None

### Special
Corrupt water (DC 24, 180 ft)
Speak with reptiles
Frightful presence
Rejuvenation
Entrancing appearance (lover only; gaze, DC 26, charm person)
Improved salient ability (entrancing appearance)
Mind games (deep slumber, arcane lock; quickened)
Greater mind games (animate objects, animate dead, greater teleport)
Aura of cold (at will; 1d6 cold plus 5d4 nonlethal and fatigued; Fort DC 24 for half damage and not fatigued; lover protected)
Draining touch (at will; 1d4 Str drain; DC 24)
Telekinesis (graveyard only)
Resist holy water (no damage; dazed 1 rd instead)
Driven away by dispel evil, sunray
Disguise self (at will; perfect copy of victim’s dead lover; tactile illusion)
Change shape (mist, snake; polymorph)
Children of the night (graveyard only; 2d8 gargoyles or 3d6 venomous snakes)
Sweet scent, misty aura
Extended reach (can appear in other domains in lover’s bedroom and nearby graveyard; spells and spell-like abilities can cross domain borders to affect those elsewhere in lover’s house; has all his abilities in the Tower itself)
Mastery +7
Sinkhole of evil

### Snake form
+2 nat AC (incorporeal only), scent, spd fly 20 ft (perfect), bite (as incorporeal touch) +10 (1d4+7 plus 1d4 Str drain plus poison; Fort DC 24; 1/round for 6 rounds; 1d2 Con; cure 1 save)

Gaseous form
Imm sneak attack and crit hits, fly 20 ft, can’t run, pass all Fly checks
Domains of Dread

Spell-like Abilities
CL 14th
   At will – *deeper darkness* (60 ft radius)
   12/day – *animate objects* (doors only), *animate dead* (graveyard only), *greater teleport*
   3/day – quickened *deep slumber, arcane lock*

Spells
CL 3rd
DC = 17 + spell level
   At will – *dancing lights, detect magic, mending, message, read magic, arcane lock, deep slumber*
   6/day – *alarm, mage armour, obscuring mist*
**Lemot Sediam Juste (Scaena)**

**Timeline**
- **c685 BC?** Born in Prime Material Scaena. Becomes known as a dramatist and comedic actor.
- **c726 BC?** Murders his acting troupe and burns the theatre down with the audience inside. Scaena forms.
- **760 BC** Present day.

**Powers Checks**
- Caress (Betrayal: ruining his rivals: 4%; c732 BC): Unable to perform tragedy.
- Enticement (Betrayal: ruining his rivals: 2%; 732 BC): Unable to write tragedy. Cha +2
- Invitation (Violence and Betrayal: planning the premeditated murder of his actors: 8%; 732 BC): Prodigy (bonus feat)
- Embrace (Betrayal and Violence: sadistic murder of all of his actors: 16%; 732 BC): Int +2
- Creature (Violence: burning his audience to death: 16%; 732 BC): Becomes a sorcerer and darklord of Scaena. Master of the stage, burn, dimensional steps, drain personality, undying soul.

**Base stats**
- S 8 D 15 C 10 I 14 W 14 Ch 14 (high fantasy)
- Racial: Int +2 (human)
- Levelling: Dex +1, Int +1
- Powers checks: Int +2, Cha +2
- Age: Middle aged
- Favoured class: skills
- CR 8 (7 [levels] + 1 [darklord abilities])

**760 BC (Current day stats)**
- CR 8
- XP 4,800
- Male Human Sorcerer 8
- CE Medium Humanoid (human)
- Init: +2 (Dex) Senses: Perception +10

**Defense**
- AC 13 Touch 13
- Flat-footed 10 (+2 Dex, +1 dodge)
- hp 22 (6 + 7d6 - 8)
- Fort +2, Ref +5, Will +9

**Offense**
- Spd 30 ft
- Melee +3 dagger +1 (1d4-1; crit 19+)
- +2
- Ranged +7 dagger +1 (1d4-1; crit 19+)
- +6
- Space/Reach: 5’/5’
- S 7  D 15  C 9  I 20  W 15  Ch 17 (19)
- BAB +4  CMB +2  CMD 15 (13)
**Domains of Dread**

**Feats**
Dodge, Eschew Materials, Greater Spell Focus (Illusion), Prodigy (Perform (act), Profession (playwright)), Quicken Spell-Like Ability (major image), Spell Focus (Illusion), Spell Specialisation (major image)

**Skills**
Bluff +15 (8), Knowledge (arcana) +9 (1), Knowledge (history) +10 (5), Knowledge (local) +8 (3), Knowledge (religion) +6 (1), Linguistics +8 (3), Perception +10 (8), Perform (act) +14 (8), Profession (playwright) +15 (8), Sense Motive +10 (8), Sleight of Hand +5 (3), Spellcraft +12 (4), Stealth +10 (8), Use Magic Device +11 (4)

**Languages**
Scaenan*, Zherisian, Mordentish, Darkonese, Rokuma, Vaasi, Balok, Draconic

**Treasure**
(7,300 gp/7,800 gp)
Dagger +1, headband of Charisma +2, cloak of resistance +1

**Special**
Superior concentration (can concentrate on 5 things at once; typically 3 scenes and 2 characters)
Master of the stage (illusions can only affect the stage area, can control sensation of time in illusions, DC +1)
Drain personality (victims suffer 1 Int drain/day on stage; no save)
Burn (full round action; as forest fire; theatre doors arcane locked)
Dimensional steps (as conjurer ability; step through the wood of the theatre)
Undying soul
Mastery +4
Sinkhole of evil

**Spell-like Abilities**
Save DC = 17 + spell level.

At will – *ghost sound, disguise self, mirror image, major image* (CL 10), *hallucinatory terrain, seek thoughts* (stage only), *detect thoughts* (stage only)

3/day – quickened *major image*
Domains of Dread

Maligno (Odiare)

Timeline
- c678 BC: Guiseppe born in Gothic Italy (c1627).
- 738 BC: Figlio created. Eventually slaughters the adults of his village and renames himself Maligno. Odiare forms.
- 760 BC: Present day.

Powers Checks
- Caress (Blasphemy: devotes himself to evil: 4%; 738 BC): Townsfolk unable to see him as anything other than a puppet.
- Sympathetic bond.
- Invitation (Black Magic: forces Guiseppe to create more carrionettes: 8%; 738 BC): Immunity to magic, wooden. Unable to posses Guiseppe.
- Embrace (Betrayal and Violence: attempts to possess Guiseppe: 8%; 738 BC): Animate toys.

Base stats

<table>
<thead>
<tr>
<th>Base advanced carriionette with class levels</th>
<th>S 10 D 17 C - I 17 W 12 Ch 15</th>
</tr>
</thead>
<tbody>
<tr>
<td>Levelling: Dex +1</td>
<td>Favoured class: None (construct)</td>
</tr>
<tr>
<td>CR 8 (1 [base] + 4 [levels] + 1 [template] + 2 [darklord abilities])</td>
<td></td>
</tr>
</tbody>
</table>

760 BC (Current day stats)
- CR 8
- XP 4,800
- Male Advanced Carrionette Rogue 4
- CE Diminutive Construct
- Init: +8 (Dex, feat)
- Senses: Darkvision 60 ft, low light vision; Perception +10

Defense
- AC 20 Touch 18
- Flat-footed 16 (+4 Dex, +2 natural, +4 size)
- hp 33 (10 + 1d10 + 4d8)
- Fort +1, Ref +8, Will +2
- Immune construct traits
- Evasion
- Trap sense +1
- Uncanny dodge

Offense
- Spd 15 ft
- Melee straight razor +11 (1d4 plus 2d6 sneak) or silver needle +13 (1 plus 2d6 sneak plus paralysis; Will DC 16) or touch +13 (irresistible dance; Will negates, DC 20)
- Ranged silver needle +13 (1 plus 2d6 sneak plus paralysis)
- Space/Reach: 2 1/2'/0'
- S 10 D 18 C - I 17 W 12 Ch 15
- BAB +5 CMB +5 CMD 15 (11)
Feats
Combat Reflexes, Improved Initiative, Taunt, Weapon Finesse

Skills
Acrobatics +15 (3), Appraise +7 (1), Bluff +11 (6), Climb +22 (6), Disable Device +13 (4), Escape Artist +11 (4), Knowledge (local) +10 (4), Perception +10 (6), Perform (act) +11 (6), Sense Motive +8 (4), Sleight of Hand +11 (4), Stealth +28 (6); racial bonus +8 Climb

Languages
Italian*, Darkonese, Balok, Vaasi

Treasure
Boots of elvenkind, cloak of elvenkind, ring of climbing

Special
Snap shot
Sneak attack +2d6
Evasion
Trap sense +1
Trapfinding +2
Uncanny dodge
Paralysis (as carrionette, except Maligno can choose which limb is struck)
Savage (as carrionette)
Wooden (3d6 damage and slowed 3 rds from warp wood)
Immunity to magic (immune to all non-area affecting spells except fire, wood)
Reconstruct (carrionettes can repair 1 hp as a standard action up to half his damage; Guiseppe can heal 1d6 per round)
Sympathetic bond (take same damage Guiseppe does)
Undying soul (unless Guiseppe killed)
Mastery +2
Sinkhole of evil

Spell-like abilities
DC 12 + spell level, CL 6

At will: animate objects (toys only), ventriloquism
Malbus (the Ram-Headed, the Abomination) (Al Kathos)

Timeline
546 BC  Born on the Prime Material Plane, the Ninth Caliph of Al Kathos.
567 BC  Builds the five palaces of the senses to indulge his desire in. At this point, a witch.
576 BC  Breaks the laws of hospitality to steal two magical swords. Imprisons the merchant that bore them, who vanishes.
578 BC  Swears service to Ahriman for power.
581 BC  Sacrifices innocents to gain power.
583 BC  Kidnaps and seduces the daughter of the Emir.
586 BC  Breaks the laws of hospitality and blasphemes for the third time. Al Kathos forms.
760 BC  Present day.

Powers Checks
- Caress (Blasphemy and Violence: breaks the laws of hospitality to steal some swords: 4%; 576 BC): Becomes grotesquely fat.
- Enticement (Blasphemy: swears service to Ahriman for power and knowledge: 100%; 578 BC): Half a witch level.
- Invitation (Black Magic and Violence: sacrifices fifty innocents for magical power: 100%; 581 BC): Witch level +1
- Embrace (Blasphemy and Violence: breaks the laws of hospitality by kidnapping and seducing the Emir’s daughter: 8%; 583 BC): Slave to his passions.
- Creature (Blasphemy: breaks the laws of hospitality by striking a genie disguised as a shepherd who has been sent to redeem him, and refusing to return to piety: 100%; 586 BC): Becomes a div and darklord of Al Kathos. Speechless.

Base stats
S 15 D 13 C 15 I 15 W 8 Ch 8 (high fantasy)
Racial: Dex +2 (human)
Levellng: Dex +2
Aging: old
Madness: Int -1, Wis -4, Cha -2
Favoured class: hp
CR 9 (8 [levels] + 2 [PC-level treasure] - 1 [madness, age penalties])

760 BC (Current day stats)
CR 18 XP 153,600
Male Unique Div
NE Large Outsider (div, evil)
Init: +16 (Dex, feat) Senses: darkvision 60 ft, see in darkness, true seeing; Perception +34
Defense
AC 41 Touch 17 Flat-footed 33 (+8 Dex, +24 natural, -1 size)
hp 280 (10 + 23d10 + 144)
Fort +14, Ref +26, Will +21
DR 15/cold iron and good
Immune fire, poison
Resist acid 10, electricity 10

**Offense**
Spd 50 ft, fly 120 ft (good)
Melee Bite +31 (1d8+8 plus grab; crit 19+) plus 2 claws +31 (1d6+8 plus rend) plus gore +29 (1d10+4)
   Bite +24 (1d8+22 plus grab; crit 19+) plus 2 claws +24 (1d6+22) plus gore +22 (1d10+11) with Power Attack
Ranged +36
Space 10 ft; Reach 10 ft (15 ft with gore)
S 27   D 34   C 22   I 19   W 24   Ch 27
BAB +24   CMB +33   CMD 55 (43)

**Feats**

**Skills**
Acrobatics +32 (24), Bluff +35 (24), Diplomacy +31 (24), Fly +25 (12), Intimidate +31 (24), Knowledge (arcana) +31 (24), Knowledge (planes) +31 (24), Knowledge (religion) +19 (12), Perception +34 (24), Sense Motive +30 (24), Spellcraft +22 (12), Use Magic Device +23 (12)

**Languages**
Midani*, Abyssal, Celestial, Draconic, Infernal, telepathy 100 ft (can’t speak)

**Treasure**
None

**Special**
Rend (2 claws, 1d6+12)
Swallow whole (3d6+12 plus 4d6 energy damage; can choose each round what type of energy damage it deals; can swallow up to Large creatures; AC 34, 28 hp)
Trample (1d8+12, DC 30)
Terrible gaze (gaze attack; -4 to attack, saves, skills and abilities, 30 ft, Will DC 30)
Create ghul (any outsiders killed rise as ghuls in 1d4 rds, controlled by Malbus)
Shake faith (if strikes divine spellcaster, Will DC 30 or shaken 1d4 rounds; 1 rd if save successful)
Speechless (can’t speak; all spell-like abilities and curses Silent)
Mastery +8
Sinkhole of evil

**Spell-like Abilities**
CL 20th; concentration +28
Constant – true seeing
   At will – align weapon, bestow curse (DC 20), detect magic, greater teleport (self plus 50 lb of objects only), fire shield, magic circle against good, scorching ray, telekinesis (DC 23)
   3/day – blasphemy (DC 25), disintegrate (DC 24), dispel magic, forcecage (DC 25), protection from energy
   1/day – geas/quest
Malus Sceleris (Nosos)

Timeline
712 BC  Born to two druids in Prime Material Nosos. Mother dies in childbirth.
732 BC  Murders his father and ravages the forests his father was sworn to protect. Nosos forms.
760 BC  Present day.

Powers Checks
Caress (Betrayal and Blasphemy: breaks vow by hiring lumberjacks to destroy forests: 4%; c732 BC): Xenophobia.
Enticement (Betrayal: sends lumberjacks to their deaths at the hands of his father: 8%; 732 BC): Dominate person
Invitation (Violence and Betrayal: planning the premeditated murder of his father: 8%; 732 BC): Int +2, Cha +2
Embrace (Betrayal and Violence: watching his father die: 16%; 732 BC): Str +4, Con +4
Creature (Betrayal and Blasphemy: ravages the earth out of spite: 16%; 732 BC): Becomes darklord of Nosos. Dex +2, Cha +2, improved discoveries

Base stats
S 10 D 14 C 10 I 14 W 14 Ch 14 (high fantasy)
Racial: Int +2 (human)
Levelling: Cha +1
Age: Middle aged
Favoured class: skills
CR 8 (6 [levels] + 1 [darklord abilities] + 1 [PC-level treasure])

760 BC (Current day stats)
CR 8    XP 4,800
Male Human Alchemist (Plague Bringer) 7
NE Medium Humanoid (human)
Init: +2 (Dex) Senses: Perception +10
Defense
AC 19 Touch 13    Flat-footed 16 (+2 Dex, +6 armour, +1 dodge)
hp 42 (8 + 6d8 + 7)
Fort +8, Ref +9, Will +6
Disease resistance +4
Offense
Spd 30 ft
Melee +7 walking stick (club) +1 (1d6+2)
+6
Ranged +8 bomb (4d6+4 fire, 5’ splash 8 dmg, Ref DC 17; plus fog cloud 7 rds, 10’ splash, plus nausea or contagion – 2 saves)
Space/Reach: 5’/5’
S 13   D 15   C 13   I 19   W 15   Ch 20
BAB +5    CMB +6    CMD 19 (16)
**Domains of Dread**

**Feats**
Brew Potion, Dodge, Extra Discovery, Extra Discovery, Persuasive, Rhetorical Flourish, Throw Anything

**Skills**
Appraise +8 (1), Bluff +13 (5), Diplomacy +17 (7), Disguise +8 (0), Heal +9 (4), Intimidate +10 (0), Knowledge (engineering) +7 (3), Knowledge (geography) +9 (5), Knowledge (local) +11 (7), Knowledge (nature) + 10 (3), Knowledge (nobility) +11 (7), Perception +10 (5), Profession (speculator) +12 (7), Sense Motive +9 (7), Sleight of Hand +6 (2), Stealth +8 (7)

**Languages**
Nosan*, Darkonese, Mordentish, Vaasi, Draconic

**Treasure**
(17,600 gp/23,500 gp)
Club +1, glamered chain shirt +2, circlet of persuasion, cloak of resistance +2, knight’s pennon of parley

**Special**
Alchemy +7
Swift alchemy
Bomb (11/day)
Smoke bomb
Stink bomb
Plague bomb
Lingering plague
Delayed bomb
Plague vial
Fast poisoning
Poison use
Dominate person (as vampire ability, except duration 1d4 days; Malus sickened for 1 hour per level of victim afterwards)
Slightly altered spell list
Mastery +5
Sinkhole of evil

**Formulae**
(5/4/2): Save DC = 14 + spell level.

1 – diagnose disease, comprehend languages, cure light wounds, disguise self, polypurpose panacea, shield, true strike, identify, expeditious retreat
2 – vomit swarm, transmute potion to poison, perceive cues, eagle’s splendour, touch injection, aid, detect thoughts
3 – contagion, fungal infestation, remove disease, absorb toxicity, seek thoughts, tongues
The Nightmare Man
(The Nightmare Lands)

Timeline
683 BC The Nightmare Lands join the Core; how long they’ve been hidden in the Mists is unknown.
694 BC The Gathering Cloth is woven in Arbora from Nightmare silk.
714 BC Hazlik enters Ravenloft through the Nightmare Lands and falls under the influence of Hypnos.
c731 BC Rudolph van Richten and Dr Gregorian Ilhousen visit the Nightmare Lands.
745 BC The Kantora Strangler is sent to the Clinic for the Mentally Distressed after 6 years of murders. The Illuminated Man join the Carnival.
747 BC The Nightmare Man sends the Night Terror Mandalain to harass Dr. Ilhousen; she is laid to rest a year later.
749 BC The Clinic for the Mentally Distressed is drawn into the Nightmare Lands.
750 BC The Nightmare Man steals away the fiancé of the wizard Mikael Trent, who later summons a bastellus.
760 BC Present day.

Powers Checks
Unknown.

Hypothetically:
- Enticement (Violence: beats his wife, causing her to miscarry their baby, a boy with red hair: 16%; 681 BC): Dreamwalking.
- Invitation (Blasphemy and Violence: paints while his house burns down with everyone in it: 8%; 683 BC): Summon Night Terrors.
- Embrace (Black Magic and Violence: summoning Night Terrors to pursue enemies: 8%; 683 BC): Spell-like abilities. The City of Nod is overrun.
- Creature (Black Magic: dark pact to survive: 16%; 683 BC): Becomes a creature of dreams and darklord of the Nightmare Lands. Loses creativity.

Base stats

760 BC (Current day stats)
CR 21 XP 409,600
Male Unique Outsider
LE Medium Outsider (native, dream, augmented humanoid)
Init: +9 (Dex, feat) Senses: Darkvision 120 ft, low light vision; Perception +37
Aura: Fear (60 ft, DC 31 or shaken), frightful presence (30 ft, DC 31 or panicked)

Defense
AC 35 Touch 25 Flat-footed 30 (+5 Dex, +10 natural, +7 deflection, +3 luck)
hp 326 (10 + 27d10 +168), regenerate 10
Fort +15, Ref +21, Will +26 (+4 vs illusions)
DR 15/good and cold iron
SR 31
Illusion resistance
Protection from good

**Offense**
Spd 30 ft, fly 60 ft (perfect)
Melee +33 2 slams (2d6+3 +1 Str plus nightmare curse plus 10d6 sneak)
Ranged +33
Space/Reach: 5'/5'
S 16 D 21 C 22 I 21 W 26 Ch 25
BAB +28 CMB +31 CMD 56 (51)

**Feats**
Improve Initiative, Weapon Finesse, Combat Reflexes, Ability Focus (*deep slumber, nightmare, fear*), Flyby Attack, Combat Casting, Blind-Fight, Alertness, Combat Reflexes, Iron Will, Mobility, Intimidating Gaze

**Skills**
Appraise +11 (6), Bluff +32 (22), Diplomacy +13 (6), Disguise +26 (16), Fly +16 (11), Intimidate +34 (24), Knowledge (arcana) +21 (16), Knowledge (geography) +16 (11), Knowledge (history) +21 (16), Knowledge (local) +16 (11), Knowledge (nature) +16 (11), Knowledge (nobility) +16 (11), Knowledge (planes) +24 (16), Knowledge (religion) +16 (11), Perception +37 (22), Sense Motive +43 (26), Sleight of Hand +25 (17), Spellcraft +22 (17), Stealth +30 (22), Use Magic Device +24 (14)

**Languages**
Oneiros; telepathy 100 ft, tongues

**Treasure**
None

**Special**
Madness (1/day/person, 30 ft or anywhere within the same dreamscape, DC 31)
Master of terror (+2 save DC to SLAs)
Shape dreamstuff (at will, as *control weather, polymorph any object or animate objects*; can alter terrain)
Summon dreamspawn (HD of dreamspawn, animate dreams or nightmare creatures equal to dreamwalking modifier of facade)
Dreamwalking (at will)
Dreamwalking modifiers (each facade has a different modifier to DCs to alter dreamscapes through lucid dreaming)
Bound to relics (if destroyed, prevents regeneration and dreamwalking)
Entrap victims (those paralysed by Str loss from touch teleported back to the facade’s lair)
Nightmare curse (DC 31; as animate dream. Can cast *dominate person* on those suffering Wis damage from nightmare curse—permanent without *remove curse*)
Multiple facades (each with their own special abilities):
   The Nightmare Man: Create night terrors (nightmare creatures) in the real world (full rd action; 10 ft from sleeping creature)
   Dream fire (30 ft line, 4d10 profane damage + horror check; half damage and shaken on successful Ref DC 29 save)
   Dreamwalking modifier +21
   Hypnos: DC for *deep slumber* and *suggestion* +2
   Dreamwalking modifier +19
Domains of Dread

Morpheus: *Baleful polymorph* at will; shape dreamstuff ability affects the Terrain Between
  Dreamwalking modifier +19
Mullonga: DC for fear effects +2
  Dreamwalking modifier +17
Ghost Dancer: Incorporeal (except to dreamers), cast *haste* on self 1/day
  Dreamwalking modifier +15
The Rainbow Serpent: Poison on natural attacks (bite, not slam; as striped toadstool; Fort DC 30)
  Dreamwalking modifier +15
The Red Haired Child: Cast *charm monster, sanctuary* at will
  Dreamwalking modifier +14

Undying Soul
Mastery +7
Sinkhole of evil

Spell-like abilities
DC 19 + spell level, DC 21 + spell level for those marked

Constant – *protection from good, detect thoughts, seek thoughts, tongues*

At will:
0 – *ghost sound*
2 – *invisibility*
3 – *deep slumber* (can affect elves)*, *suggestion, major image, deeper darkness*
4 – *fear*, modify memory, confusion
5 – *dream, nightmare* *
6 – *permanent image, cloak of dreams*-
7 – *greater teleport, greater shadow conjuration*
8 – *greater shadow evocation*

3/day:
4 – *crushing despair, terrible remorse*
Quickened *phantasmal killer*
Serenissa d’Aubliet (Romagna)

Timeline
195
723 BC  Born on the Prime Material Plane.
735 BC  Begins looking after the twins.
739 BC  Murders the twins and burns down the Great Hall. Flees to Romagna.
741 BC  Seduces Etaine.
742 BC  Kills herself and tries to kill Etaine. Romagna forms.
760 BC  Present day.

Powers Checks
Caress (Betrayal: Bitterness and resentment towards her childhood companion for being noble: 2%; c735 BC): Xenophobia.
Enticement (Violence: murdering the twins: 32%; 739 BC): Cha +2
Invitation (Betrayal: covering up the death of the twins: 4%; 739 BC): Cha +2
Embrace (Blasphemy: burns down the Great Hall out of spite: 8%; 739 BC): Cha +2
Creature (Betrayal and Violence: attempts to kill Etaine: 16%; 742 BC): Becomes a ghost and darklord of Romagna.

Base stats
S 8 D 15 C 12 I 13 W 10 Ch 16 (high fantasy)
Racial: Cha +2 (human)
Levelling: Cha +1
Template: Cha +6
Favoured class: hp
CR 9 (6 [levels] + 3 [template])

760 BC (Current day stats)
CR 12 XP 6,400
Female Human Rogue 7 Rank 3 Ghost
CE Medium Undead (augmented humanoid, incorporeal)
Init: +6 (Dex, feat) Senses: darkvision 60 ft, Perception +18

Defense
AC 18 Touch 18 Flat-footed 17 (+1 Dex, +7 deflection)
hp 91 (8 + 6d8 + 49)
Fort +11, Ref +9, Will +4
Channel resistance +7
Incorporeal (gold weapons can strike her)
Immune undead traits
Rejuvenation
Evasion
Trap sense +2
Uncanny dodge

Offense
Spd Fly 30 ft (perfect)
Melee +8 incorporeal touch (1d8 + energy drain 2; DC 20; plus 4d6 sneak) +7
S – (8) D 15 C - I 13 W 10 Ch 25
BAB +5 CMB +7 CMD 25 (24)
Feats
Blind-Fight, Deceitful, Improved Initiative, Persuasive, Weapon Focus (touch)

Skills
Acrobatics +12 (7), Appraise +7 (3), Bluff +19 (7), Diplomacy +19 (7), Disguise +9 (0), Fly +12 (0), Intimidate +9 (0), Knowledge (history) +4 (3), Knowledge (local) +8 (4), Knowledge (nobility) +8 (7), Perception +18 (7), Perform (act) +11 (1), Sense Motive +6 (3), Sleight of Hand +12 (7), Stealth +14 (7), Use Magic Device +17 (7)

Languages
Romagnan*, Draconic

Treasure
(6,000 gp)
Cloak of resistance +2, ring of protection +1

Special
Sneak attack +4d6
Evasion
Uncanny dodge
Trapfinding +3
Trap sense +2
Charmer (2/day)
Honeyed words (3/day)
Surprise attacks
Rejuvenation
Energy drain (2)
Invisibility (at will)
Phantasmagoria (major images only, at will)
Immune to turning
Held at bay by symbols of matrimony (as vampire)
Vulnerable to gold weapons
Invisible and unable to harm Romagnans
Influence natives (rage, unadulterated loathing 1/week; mostly unconscious)
Mastery +7
Sinkhole of evil
The Spirit of the House
(The House of Lament)

Timeline

- c350 BC: A castle is built on a gathering point of malignancy and evil.
- 436 BC: Dranzorg kidnaps Mara and seals her into the tower wall of his castle. Her suffering, on top of all the other cruelty the castle has seen, creates a phantasmagorum. It kills all the bandits.
- c665 BC: A merchant family builds the modern House, and are killed.
- c736 BC: The House becomes a domain in the Mists, if it hasn’t before.
- 746 BC: The House of Lament appears in Borca.
- 760 BC: Present day.

Powers Checks
Unknown. Probably none.

Base stats
Unique

760 BC (Current day stats)
CR 15  XP 51,200
Genderless Unique Phantasmagorum
NE Colossal Haunt
Init: 10  Senses: Detect thoughts, lifesense; Perception +25

Special
Sinkhole of evil – rank 5 (agony, despair, fear, rage)
Detect thoughts (DC 25, constant, save every 6 hours)
Phantom shift
Suggestion (DC 25)
Gaslighting (DC 25, 1/day/character)

Spells
DC 15 + spell level + minimum ability modifier needed to cast spell; CL 20th
Notice DC 20 + spell level; Attack +15

- At will – ghost sound, open/close, light, mage hand
- 6/hour – cause fear, silent image, animate rope, obscuring mist
- 6/hour – arcane lock, deep slumber, darkness, minor image, summon swarm, make whole, dust of twilight
- 5/day – illusory script, stinking cloud, fireball, deeper darkness, sands of time, major image
- 3/day – black tentacles, confusion, crushing despair, fear
- 3/day – nightmare, mind fog, hold monster, suffocation, persistent image
- 2/day – animate objects, summon monster VI
Domains of Dread

Chakok-An (Kalidnay)

Timeline

-1733 BC  Kalid-Ma is made the fifteenth Champion of Rajaat and charged with exterminating the tari (ratmen), which he does not complete.
-148 BC  Kalid-Ma and the other sorcerer-kings unite to trap Rajaat before he can destroy them.
440 BC  Ahmose Tanit becomes an ancient dead.
c510 BC  Thakok-An born in Kalidnay on Athas.
570 BC  Kalidnay forms. In Athas, the mindless body of Kalid-Ma destroys the city before being killed by Borys of Ebe, Kalak of Tyr and Hamanu of Urik; his mind is trapped inside the Orbs of Kalid-Ma.
c725 BC  Van Richten visits Kalidnay, defeats Ahmose Tanit and befriends Arametrius.
760 BC  Present day.

Powers Checks

Caress (Violence: viciousness as templar: 4%; c560 BC): Unrequited love for Kalid-Ma
   Enticement (Violence: more brutality: 4%; c565 BC): Half a level.
   Invitation (Betrayal: risking Kalid-Ma’s life to earn his devotion when she foiled a plot against him: 2%; 570 BC): Inquisitor +1
   Embrace (Black Magic: researching how to turn Kalid-Ma into a dragon faster: 32%; 570 BC): Half a level
   Creature (Betrayal, Black Magic and Violence: murders family to power spell: 32%; 570 BC): Becomes darklord of Kalidnay. Inquisitor +1

Base stats

S 10 D 13 C 12 I 14 W 15 Ch 13 (high fantasy)
Racial: Wis +2 (half-elf)
Levelling: Wis +3
Favoured class: skills
CR 14 (13 [levels] + 1 [PC-level treasure])

760 BC (Current day stats)

CR 14  XP 38,400
Female Half-elf Inquisitor (Witch Hunter) 14
LE Medium Humanoid (Elf, Human)
Init: +8 (Dex, abl)  Senses: low light vision; Perception +22

Defense

AC 19 Touch 13  Flat-footed 18 (+1 Dex, +5 armour, +1 natural, +2 deflection)
hp 94 (8 + 13d8 + 28)
Fort +13, Ref +7, Will +18 (+2 vs Enchantments)
Judgements
Stalwart
Immune sleep

Offense

Spd 30 ft
Melee +2 jurist bone club +12/+7 (1d6)
   Cestus +10/+5 (1d4; crit 19+)
Bone daggers (1d4-2; crit 19+ plus break to auto confirm crit or give 1d4 bleed)
Ranged +1 corrosive sling +12/+7 (1d4+1+1d6 acid)
Space/Reach: 5'/5'
S 10  D 13  C 12 (14)  I 14  W 20 (24)  Ch 13
BAB +10  CMB +10  CMD 23 (22)

**Feats**
Allied Spellcaster (can be swapped as standard action), Combat Casting, Disposable Weapon, Favored Judgment (human), Intimidating Gaze, Judgment Surge, Lookout, Outflank, Shielded Caster, Skill Focus (Sense Motive), Spell Focus (Enchantment), Splintering Weapon

**Skills**
Acrobatics +8 (7), Bluff +17 (7), Climb +8 (5), Diplomacy +17 (7), Disguise +12 (8), Escape Artist +12 (11), Heal +15 (5), Intimidate +27 (10), Knowledge (arcana) +10 (5), Knowledge (history) +5 (3), Knowledge (local) +5 (3), Knowledge (nature) +7 (2), Knowledge (nobility) +5 (3), Knowledge (religion) +7 (2), Perception +22 (10), Ride +7 (3), Sense Motive +33 (10), Spellcraft +13 (+20 to identify spells/items) (8), Stealth +11 (7), Survival +20 (10)

**Languages**
Tyrian*, Elven*, Draconic, Auran

**Treasure**
(139,00 gp/185,000 gp)
Corrosive sling +1, hide armour +1, jurist bone club +2, cestus, amulet of natural armour +1, belt of Constitution +2, boots of teleportation, cloak of resistance +2, headband of Wisdom +4, metamagic rod (Extend), ring of mind shielding, ring of protection +2/ring of the ram

**Special**
Elf blood
Elven immunities
Conversion inquisition
   Swaying word (1/day, DC 24, dominate person 1 min)
Greater bane (+2, +4d6, 14 rds/day)
Intimidating gaze
Knowledgeable defense (+4 saves, AC to spells identified with Spellcraft)
Solo tactics
Swap teamwork feat (7/day)
Stalwart
Spell scent (1/day)
Judgments (2; 5/day; +1 bonuses vs humans; judgement surge 1/day)
   Destruction (+5 damage)
   Fast healing 5
   Justice (attack +3/+6)
   Piercing (+5 concentration and SR)
   Purity (+3/+6 saves)
   Resiliency (DR 3/chaos)
   Energy resistance 10
   Smiting (magic, law, adamantium)
   Witch’s bane (-2 AC, save to those who case spells in 30 ft)
Mastery +1
Sinkhole of evil
**Spells**

DC = 17 + spell level; 18 + spell level for Enchantment

- At will – detect poison, read magic, light, detect magic, guidance, sift
- 7/day – shield of faith, divine favour, command, expeditious retreat, litany of sloth, wrath

  - 7/day – cure moderate wounds, detect thoughts, hold person, blistering invective, brow gasher, confess
  - 6/day – heroism, arcane sight, dispel magic, retribution, witness
  - 5/day – fear, greater invisibility, hold monster, forced repentence
  - 3/day – geas/quest, mass castigate, greater forbid action
Domains of Dread

Torrence Bleysmith
(staunton bluffs)

Timeline

- **c600 BC**: Born in Prime Material Mourette, the youngest of five children in five years.
- **c618 BC**: The other siblings stop competing; the rivalry with his brother August intensifies.
- **c625 BC**: Sent to the capital with his brother.
- **628 BC**: Sent home again after his father is humiliated by their competition.
- **629 BC**: War with the Avergnites breaks out.
- **630 BC**: Betrays his brother and nearly destroys the Stauntonians. Commits suicide; Staunton Bluffs forms.
- **760 BC**: Present day.

Powers Checks

- **Caress** (Black Magic: curses father and brother when sent home from capital: 4%; 628 BC): Confounded at every turn.
- **Enticement** (Betrayal: sells secrets to the Avergnites in hope of destroying his brother: 16%; 630 BC): Cha +2
- **Invitation** (Betrayal: leads August and the Stauntonian military into an ambush: 32%; 630 BC): Int +2
- **Embrace** (Black Magic: performs ritual to seize minds of the Stauntonian peasants: 8%; 630 BC): Dex +2, Int +2
- **Creature** (Betrayal, Black Magic and Violence: drives Stauntonian peasants to certain death to try to win back Staunton: 16%; 630 BC): Becomes a ghost and darklord of Staunton Bluffs. Wis +4.

Base stats

- **S 12 D 13 C 12 I 14 W 13 Ch 14 (high fantasy)**
- **Racial**: Dex +2 (human)
- **Levelling**: Wis +1, Int +1
- **Powers checks**: Dex +2, Int +4, Wis +4, Cha +2
- **Template**: Cha +4
- **Favoured class**: skills
- **CR 12 (9 [levels] + 2 [template] + 1 [darklord abilities])

760 BC (Current day stats)

- **CR 12**
- **XP 19,200**
- **Male Human Fighter 8 Bard (Archaeologist) 2 Second Magnitude Ghost**
- **LE Medium Undead (augmented humanoid, incorporeal)**
- **Init: +3 (Dex)**
- **Senses**: darkvision 60 ft; Perception +26
- **Aura**: frightful presence (20 ft, DC 20)

Defense

- **AC 17 Touch 17**
- **Flat-footed 15 (+1 Dex, +1 dodge, +5 deflection)**
- **hp 107 (10 + 7d10 + 2d8 + 50)**
- **Fort +13, Ref +10, Will +13**
- **Bravery +2**
- **Channel resistance +8**
Domains of Dread

Uncanny dodge
Incorporeal
Rejuvenation
Immune undead traits

Offense
Spd Fly 30 ft (perfect)
Melee incorporeal touch +12 (11d6, DC 20)
Ranged +12
Space/Reach: 5’/5’

S – (10) D 17 C - I 19 W 18 Ch 20
BAB +9 CMB +12 CMD 29 (27)

Feats
Combat Expertise, Combat Reflexes, Defensive Weapon Training (+2; heavy blades), Dodge, Improved Feint, Iron Will, Mobility, Skill Focus (Bluff), Spring Attack, Weapon Finesse, Weapon Focus (longsword)

Skills
Acrobatics +12 (6), Bluff +24 (10), Diplomacy +18 (10), Fly +13 (0), Handle Animal +11 (3), Intimidate +14 (6), Knowledge (local) +10 (2), Knowledge (nobility) +10 (2), Perception +26 (10), Perform (dance) +11 (3), Perform (string instruments) +11 (3), Ride +12 (6), Sense Motive +13 (6), Stealth +18 (10), Survival +10 (3), Use Magic Device +16 (8)

Languages
Avergnite*, Draconic, Infernal, Halfling, Mordentish

Treasure
(13,000 gp)
Bracers of armour +1, cloak of resistance +2, ring of protection +2

Special
Bravery +2
Armour training 2
Weapon training (bows)
Archaeologist’s luck (+1, 9 rds/day)
Bardic knowledge +1
Clever explorer +1
Rejuvenation
Apostate
Corrupting appearance (able to be suppressed)
Corrupting touch
Frightful presence (able to be suppressed)
Forgotten
Only able to manifest at night or during thunderstorms
Hanging rope (if linked to the rope around his neck, held 1d6 rounds; causes Horror)
Bones (shaken by damage to bones)
Cannot harm Avergnites
Create spawn (cannot harm Avergnites)
Master of the castle
Mastery +5
Sinkhole of evil
Spells
DC = 15 + spell level
At will – read magic, resistance, know direction, prestidigitation, unwitting ally
4/day – borrow skill, invigorate, timely inspiration
Tsien Chang (I’Cath)

Timeline
- c650 BC: Born in Kara-Tur (probably in T’u Lung).
- c670 BC: Murders her father and reduces her mother and brothers to imbeciles. Becomes provincial governor.
- 686 BC: The last of her four daughters are born.
- 694 BC: Creates the magical bells. Stops aging.
- 728 BC: Builds the Palace of Bones.
- 732 BC: Beats Nightingale to death and slays the emperor when he tries to intervene. I’Cath forms.
- 760 BC: Present day.

Powers Checks
- Caress (Violence, Black Magic and Betrayal: poisons father and destroys her mother and brothers: 100%; c670 BC): Xenophobia, flexible enhancement becomes a profane bonus.
- Enticement (Black Magic and Betrayal: ties her souls (and those of her daughters) to magical bells: 32%; 694 BC): Unaging. Phylactery.
- Invitation (Violence: mass murder of suitors to create the Palace of Bones: 8%; 728 BC): Wizard +1
- Embrace (Betrayal, Blasphemy and Violence: beats Nightingale to death to thwart the gods: 8%; 732 BC): Wizard +1
- Creature (Betrayal, Blasphemy and Violence: breaks her oath of loyalty and murders the emperor: 16%; 732 BC): Becomes darklord of I’Cath. Change shape.

Base stats
S 10 D 14 C 12 I 15 W 13 Ch 13 (high fantasy)
Racial: Str +2 (human)
Levelling: Int +3, Wis +1, Cha +1
Age: Middle aged
Favoured class: skills
CR 20 (19 [levels] + 1 [PC-level treasure])

760 BC (Current day stats)
CR 20 XP 307,200
Female Human Wood Elementalist Wizard 20
NE Medium Humanoid (human)
Init: +6 (Dex) Senses: Darkvision 120 ft, see invisible and ethereal 120 ft; Perception +30
Defense
AC 29 Touch 20 Flat-footed 29 (+6 Dex, +4 natural, +4 deflection, +5 armour)
hp 172 (6 + 19d6 + 100)
Fort +15, Ref +16, Will +20
SR 18
Immune magic missiles, detect thoughts, discern lies
Displacement (20% concealment)
Offense
Spd 30 ft
Melee +12/+7 dancing mithral dagger +2 (1d4+2; crit 19+)
+10/+5
Domains of Dread

Ranged +16/+11
  Ray +17/+12
Space/Reach: 5'/5'
S 11  D 13 (22)  C 11 (20)  I 19 (23)  W 15 (19)  Ch 15
BAB +10  CMB +10  CMD 40 (34)

Feats

Skills
Bluff +12 (10), Craft (alchemy) +11 (2), Craft (calligraphy) +10 (1), Craft (traps) +10 (1), Fly +15 (6), Intimidate +20 (18), Knowledge (arcana) +29 (12; 20 with headband), Knowledge (dungeoneering) +13 (4), Knowledge (engineering) +13 (4), Knowledge (geography) +13 (4), Knowledge (history) +18 (9), Knowledge (local) +18 (9), Knowledge (nature) +29 (12; 20 with headband), Knowledge (nobility) +13 (4), Knowledge (planes) +20 (11), Knowledge (religion) +20 (11), Linguistics +10 (1), Perception +30 (16), Sense Motive +14 (10), Spellcraft +24 (15)

Languages
Shou*, Draconic, Abyssal, Infernal, Celestial, Rokuma

Treasure
(665,000 gp/880,000 gp)
Dancing mithral dagger +2, amulet of natural armour +4/brooch of shielding/hand of glory, bag of holding II, belt of physical might (Dex and Con) +4, boots of teleportation, cauldron of seeing with true seeing/cauldron of the dead, minor cloak of displacement, major crown of blasting, efficient quiver, headband of mental prowess (Int and Wis) +4, metamagic rods (bouncing, dazing, disruptive, focused, intensified, persistent, selective, sickening), greater metamagic rod of maximise, ring of animal friendship/ring of spell storing, ring of counterspells/ring of mind shielding, ring of protection +4, robe of eyes/black robe of the archmagi, staves (abjuration, cackling wrath, conjuration, many rays, transmutation, weather)

Special
Arcane bond (ring)
Opposition school (metal)
Flexible enhancement +5, 2 abilities (Str, Dex, Con, Wis; profane bonus)
Splintered spear (9/day, +19 attack, 1d6+9 +3 bleed, 100 ft)
Phylactery (reforms on 4th round unless all 4 bells destroyed)
Change shape (at will; treant, plant shape III)
Mastery +2
Sinkhole of evil

Treant form
Size Huge; Str +8, Dex -2, Con +4, nat AC +6, low light vision, DR 10/slashing, vulnerable to fire, 2 slams (2d6+4), trample (2d6+6), rock throwing (180 ft), double damage against objects
Spells
(4/7/7/6/6/6/6/5/5/5): Opposition schools: Metal.
Save DC = 16 + spell level; CL +24 for overcoming SR.

0 – acid splash, arcane mark, bleed, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, haunted fey aspect, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, spark, touch of fatigue (all)
1 – alter winds, animate rope, charm person, magic missile, ray of enfeeblement, grease, expeditious retreat, protection from good, mage armour, liberating command, snapdragon fireworks
2 – entangle, protection from arrows, web, mirror image, resist energy, alter self, scorching ray, invisibility, blindness/deafness, touch of idiocy
3 – cloak of winds, tongues, tree shape, wind wall, dispel magic, lightning bolt, fly, haste, hold person, deep slumber, fireball
4 – charm monster, hallucinatory terrain, minor creation, plant growth, sirocco, enervation, bestow curse, fear, stone shape, resilient sphere, dimension door
5 – command plants, fabricate, mirage arcana, telepathic bond, hold monster, teleport, feeblemind, cone of cold, break enchantment, permanency
6 – tree stride, flesh to stone, disintegrate, contingency, unwilling shield
7 – control weather, liveoak, scouring winds, spell turning, reverse gravity, greater teleport
8 – transmute metal to wood, mass charm monster, protection from spells, wall of lava, irresistible dance, stormbolts
9 – control plants, refuge, winds of vengerance, time stop, prismatic sphere, energy drain, imprisonment
Yagno Petrovna (G’Henna)

Timeline
674 BC  Born in Barovia in the mountains north of Krezk.
696 BC  After being locked out of home at night by his brother Yoshtoi, he begins to pray to Zhakata, building an altar in a cave and sacrificing animals to it. Probably a rogue or a commoner at this point.
c700 BC  Murders Yoshtoi, Wladomir (family retainer), and two shepherd twins, Elessi and Evanda, and covers it up.
702 BC  Attempts to sacrifice his nephew but is caught and chased into the Mists. G’Henna forms. He and Jugo Hesketh spread the new religion.
715 BC  Attempts to summon an aspect of Zhakata. Malistroi is trapped in the House of Bones.
740 BC  G’Henna is ripped out of the Core in the Grand Conjunction. They believe the rest of the Core has been destroyed as a sign of Zhakata’s displeasure and start to panic.
745 BC  Malistroi attempts to conquer G’Henna with a fiendish army.
760 BC  Present day.

Powers Checks
- Caress (Blasphemy: pledges service to the evil “god” Zhakata: 16%; 696 BC): New confidence, xenophobia.
- Enticement (Blasphemy and Violence: torturously sacrificing animals to Zhakata: 4%; 697 BC): Cha +2
- Invitation (Betrayal, Blasphemy and Violence: sacrificing Yoshtoi and Wladomir to Zhakata: 8%; c700 BC): Bonus feat (Weapon Focus (dagger))
- Embrace (Blasphemy and Violence: murdering shepherds: 16%; 701 BC): Cha +2, bonus feat (Creature of the Id)

Base stats
- S 13 D 11 C 14 I 113 W 14 Ch 13 (high fantasy)
- Racial: Wis +2 (human)
- Levelling: Wis +2, Cha +1
- Powers Checks: Cha +4
- Favoured class: skills
- CR 13 (11 [levels] + 2 [Powers Checks] + 1 [PC-level treasure])

760 BC (Current day stats)
CR 14  XP 38,400
Male Human Cleric 12
LE Medium Humanoid (human)
Init: +0  Senses: Perception +13
Defense
- AC 17 Touch 12  Flat-footed 17 (+5 armour, +2 deflection)
- hp 81 (8 + 11d8 +24)
- Fort +12, Ref +6, Will +14
- Resist fire 20
**Offense**
Spd 30 ft (20 ft)
Melee +13/+8 unholy dagger +2 (1d4+3; crit 17+, +2d6 damage to good creatures)
Ranged +10/+5
Space/Reach: 5'/5'
S 13  D 11  C 14  I 13  W 18  Ch 18
BAB +9  CMB +10  CMD 22 (22)

**Traits**
Ancestral Legacy (Petrovna), Creatures of the Id, Combat Casting, Extend Spell, Improved Critical (dagger), Reach Spell, Scribe Scroll, Selective Channelling, Weapon Focus (dagger)

**Skills**
Bluff +8 (4), Diplomacy +10 (3), Heal +10 (3), Intimidate +13 (9), Knowledge (arcana) +8 (4), Knowledge (local) +8 (7), Knowledge (religion) +8 (4), Perception +13 (9), Sense Motive +13 (6), Spellcraft +10 (6), Survival +9 (1), Use Magic Device +8 (4)

**Languages**
Balok*, Infernal

**Treasure**
(86,000 gp/108,000 gp)
Armoured coat +1, unholy dagger +2, candle of invocation (LE), cloak of resistance +2, ring of protection +2, minor crown of blasting, strand of prayer beads

**Special**
Aura (overwhelming law, evil)
Channel negative energy (7/day, 6d6, DC 20)
Domains: Catastrophe, Fire
  Destructive Smite +6 (7/day)
  Fire Bolt (7/day, 1d6+6)
  Deadly Weather (60 ft radius, 12/day)
Spontaneous casting (inflict spells)
Altar of Zhakata (300 ft)
  Preach the word (DC 20)
  Brand the heathen
  Polymorph (DC 20)
  Luck, fast healing 1
Mastery +4
Sinkhole of evil

**Typical Spells**
DC 14 + spell level
  0 – create water, read magic, light, detect magic
  1 – obscuring mist, cure light wounds, true strike, shield of faith, protection from good, summon monster I
  2 – owl’s wisdom, bear’s endurance, silence, grace, produce flame, spiritual weapon
  3 – chain of perdition, call lightning, prayer, summon monster III, bestow curse, dispel magic
  4 – divine power, unholy blight, wall of fire, air walk, summon monster IV
  5 – spell resistance, flame strike, fire shield, summon monster V
  6 – animate objects, harm, summon monster VI
Yuhaehan (The Poison Sea)

Timeline
- c100 BC: Born on the Prime Material Plane, as a sea imperial dragon named Yonggwang (Dragon’s light).
- c600 BC: Begins to resent duties. Renames itself Yongcheon (Heavenly dragon).
- c660 BC: Tricked into being trapped in a game of machak tiles.
- 760 BC: Present day.
- 763 BC: Freed by carelessly knocking down the wall while setting up a game. Ravages the land it was charged to maintain. The Poison Sea (Dokyuumi) becomes its own domain. The Scattered Lotus Cluster forms.

Powers Checks
- Caress (Betrayal: begins demanding tribute to fulfil duties: 4%; c600 BC):
- Enticement (Blasphemy: aspires to overthrow the Dragon Lord: 32%; c650 BC): Half an age category.
- Invitation (Violence and Betrayal: attacks peasants: 16%; c660 BC): Age category +1.
- Trapped in machak tiles.
- Embrace (Betrayal and Violence: ravages the land and poisons the sea: 100%; 763 BC): Half an age category.
- Creature (Blasphemy and Violence: kills the Dragon Lord and sinks the land beneath the sea: 100%; 763 BC): Becomes a brine dragon and darklord of the Poison Sea.

Base stats
- S 40 D 7 C 23 I 23 W 20 Ch 21 (base dragon)
- CR 17 (17 [base])

760 BC (Current day stats)
- CR 17 XP 102,400
- Male Brine Dragon Wyrm
- NE Huge Dragon (water)
- Init: +2 (Dex, feat)  Senses: dragon senses, lowlight vision, blindsense 60 ft, darkvision 120 ft; Perception +32
- Aura frightful presence (330 ft, DC 27)

Defense
- AC 39 Touch 6  Flat-footed 39 (-2 Dex, +33 natural, -2 size)
- hp 306 (12 + 23d12 + 144)
- Fort +20, Ref +14, Will +19
- DR 20/magic
- Immune acid, poison, paralysis, sleep
- SR 28

Offense
- Spd 60 ft, fly 200 ft (poor), swim 60 ft
- Melee Bite +37 (2d8+22 plus 1d2 Str, DC 28) plus 2 claws +37 (2d6+15) plus 2 tail slaps +35 (2d6+22)
- Bite +30 (2d8+36 plus 1d2 Str, DC 28) plus 2 claws +30 (2d6+29) plus 2 tail slaps +28 (2d6+36) with Power Attack
- Bite +37 (6d8+22 plus 1d2 Str, DC 28) with Vital Strike
- Space 15 ft; Reach 10 ft (15 ft with bite)
Domains of Dread

S 40  D 7  C 23  I 23  W 20  Ch 21
BAB +24  CMB +41  CMD 49 (53 vs trip)

Feats

Skills
Bluff +32 (24), Diplomacy +32 (24), Fly +17 (24), Heal +32 (24), Knowledge (arcana) +33 (24), Knowledge (geography) +32 (24), Knowledge (nature) +32 (24), Perception +32 (24), Sense Motive +32 (24), Survival +32 (24), Swim +56 (24), Use Magic Device +32 (24)

Languages
Draconic*, Aquan, Rokuma, Cua Song, Celestial, Auran, Sylvan

Treasure
None

Special
Breath weapon (100 ft line, 22d6 acid, DC 28)
Capsize
Crush (2d8+22, DC 28)
Corrupt water (1/day, as black dragon except it affects sea water too)
Water breathing
Mastery +5
Sinkhole of evil

Spell-like Abilities
CL 24th; concentration +29
At will – control water, obscuring mist, speak with animals, water breathing
3/day – horrid wilting (DC 23)

Spells
DC 15 + spell level; CL 17th; concentration +22
At will – arcane mark, detect magic, detect poison, mage hand, message, open/close, prestidigitation, read magic, resistance
8/day – colour spray, feather fall, flare burst, ray of enfeeblement, touch of the sea
7/day – alter self, detect thoughts, invisibility, make whole, slipstream
7/day – aqueous orb, deep slumber, dispel magic, sleet storm
7/day – ball lightning, ice storm, greater invisibility, solid fog
7/day – break enchantment, dismissal, teleport, wall of force
6/day – fluid form, true seeing, transformation
6/day- control weather, mass fly, plane shift (excluding self)
4/day – seamantle, screen
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Night is falling.  
The Mists are rising.  
Embrace the darkness.